Official Sega NEW! Ssue 3 January 2000 NEW! Aagazine

ALIVE& KICKIN

DEAD or ALIVE 2

Hands on with Tecmo's Soul Calibur Killer!

RESIDENT EVIL

SCREAMTESTED! Code Veronica: We crack the first 30 minutes! (and show 50 new screens!)

HOLIDAY BUYER'S GUIDE

Yule Love Our Dreamcast Christmas!

SEGA RALLY 2 & NBA2K REVIEWED INSIDE!

PLUS

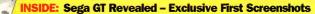
CRAZY TAXI

It's almost here! Hands on preview inside!

> Toy Commander Rippin' Riders Evolution WWF Attitude NBA Showtime

1mag1n







The praise is pouring in for Hydro Thunder.





ON SEGA DREAMCAST!

FEEL for yourself what the hype is all about!





would, wouldn't you?

Travel halfway around the globe to play a state-of-the-art videogame, that is,

When Capcom called to say that Code Veronica would be released not in February but in March, you could've heard a pin drop in the office. So much for our promised cover story. So when Tecmo called five minutes later to say that they'd happily fly us out to Tokyo to play Dead or Alive 2 for Dreamcast, you'd have been lucky to hear a truck full of pins (plus the truck) dropping off a cliff, the cheer was so loud. Hence the girls. Stunning, aren't they? You should see the game. Our hands-on Snecial Report begins on paste 46.

So, no zombie appeal on the cover. Code Veronics returns from the grave to grace the pages of Coming Sown, instead. Starting on page 54, we give you a play-by-play account of the first 30 minutes of Capcom's screamer. It will scare the living (room) s#®! out of you. And here's another living room nightmare: Christmas is on the way. If you want to survive that most harrowing of holidays, we strongly recommend that you take heed of our Christmas feature, which you will find unwrapped and fully assembled on page 34.

Which leaves that damn Millennium.

If you haven't planned your New Year's Eve by now, then it's probably too late. The biggest party, rest assumed, will be at Sega America Mp here in sumy (on Tuesdays) San Francisco. A lot of very smart people with very big smiles on their faces, celebrating the face that Year 2000 will begin with Dreamcast consoles sitting smugly under the TVs of some 1 million-plus US households. So if you're at a loss, ou can always crash it. Tell the give at the door with the list that we sent you.

And we're doing rather well ourselves. Thanks to you, this magazine is flying off shelves across the country. So a happy and merry everything to you all, and be sure to stick with us. Like Kasumi here, we've got it (ahem) 'covered'.

Simon Cox. Editor-in-Chief







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Tetsuva Mizuguchi Meet the brains behind the absolutely cosmic Space Channel 5

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Four massive pages of codes to soothe your troubled heart and sore thumbs.

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Scope out what we've got in store for next

issue, plus we give you a chance to win a Dreamcast system, Sega games, and Sega peripherals for life! And then we kill you.



E TE STATE OF THE PARTY OF THE

Exercise your muscle to EXORCISE their souls

TOUL SGHIBE

An evil curse has fallen on the kingdom of Gomar, turning it's inhabitants into vicious creatures. A fearless warrior, female spy and powerful wizard have escaped the fate of their fellow villagers. They must now search for and capture souls in order to reverse the curse.

- Single player 3D fautasy combat
- Choice of 3 heroes, each with their own set of weapons and fighting style
- Explore 5 huge worlds and battle over 40 unusual and powerful enemies
- Attempt to defeat a brutally fierce Bosses

















Welcome to the Disc

ordinary piece of silver plastic. It's the one and only Official Saga Dreemenst Magazine domo GD-ROM.

upcoming Sego Dreamcast games that you can actually system - this lant a disc for your home computer, or for listening to on a CD player (do that and you might blow your speakers).

This month's disc includes playable demos of Zombie.

Revenge, Street Fightor Alpha 3, Slave Zero, Suzuki Alstana Extreme Recorg, and TNN Motorsports Hardcore Heat. We've also got a exclusive video montage from Vigliante St Second Offerse for your place You'll find a synopsis, control degram, and some tips for each game of this page. So pop our GD-ROM into your Dreamcest, power up, and why it's the most valuable regular addition to your GD-ROM collection

Suzuki Alstare Extreme Racing



Dreamcest's first motorcycle racer makes an appearance on the dec so you can do just that, in the demo, you land a friend if you wish) can race two laps on a winding seaside course riding an entry level - yet still extremely speedy - supertrike. Tip. The nitro boost is essential to pulling cheed of the pack,

but be sure to use it wisely. Activiting it causes your motorcycle to pop a wheele, so you definitely don't went to do it when heading into tight turns - and this course has lots of them Like what you've played? You can find a complete revi Suzulo Alstere Extreme Recing on page 115 of this issue.

Slave Zero



Your great in this decor of inforcement commons much action game is t make it through two sections of the game's first level and take out three massive generators, Loads of enemies stand in your way so you'll need to use your sobot's sumplets, enclasts, and heavy artiflery to full effect in order to make it through the mission alive Tip: Be sure to use your mech's strafing ability (B and X) often in jets (press up on the digital pad) is also handy for gotting yourself out of heavy extuations without a scratch - or was that a dent?

Be sure to read our full review of the game on page 94 for more

IN Motorsports Hardcore Heat Playing



the sandy and very bumpy beach-front course from the full version. You can race your dune buzzy from three perspectives itwo external, one internal) and select from either automatic or market transmission types depending on your driving skills.

Tip: Drive straight when heading onto the course's many sand dures. If you don't, you're likely to go flying out of control and loose valuable time to your opponents in the process. When you hit the

Street Fighter Alpha 3



The littest installment in videogaming's longest-running fighting series is finally here, and looking better than ever. Up to two players can go head to head in the dome, playing as either the

than lightning Air Force officer Guile. Tip: Ryu's three basic special moves are his Firebal (not back, down, forward + punch), Dragon Punch (roll forward, down, forward + punch), and Hurricane Kick (nill down, back + lock). Guile can perform a Soric Boom (hold back, then forward + punch) and Lightning Kick (hold down, then up + kick) The different 1sm1 is will enable different super moves and custom combos

Zombie Revenge



spin-off of The House of the Dead, in this one-to-two player deyou can choose from all three of Zombie Revenge's characters and make your way through the grimy streets and back alleys of Woodside City that comprise the bulk of the game's first level. Tip: If you want to inflict the most damage on a zombie whe using a gun, make sure that you don't fire until the lock-on crosshairs have turned red if you ahoot before that, you'll just slow them down a bit. You'll find all sorts of items and weepon power ups along the way that'll help you out as well, but use them werely, You can find a full preview of Zombie Revenge on page 74.

Vigilante 8: Second Offense



octane automotive blaster, which you see in action on this issue's disc. In the movie, you'll see the germa's synapon-laden madelers. apposive action it has to offer for

aving Trouble?

er service line at 1-888-613-7326 and an operator will be

Team DCM

Ithough underpaid, overworked, and bordering on the psychotic, the DCM team prides itself or knowing more about Sega Dreamcast then is strictly healthy. Should you have the misfortune to run into them on the street, do not approach them. They are highly trained and may try to sell you a subscription...



Editor in Chief

reviously Executive Editor with imagine's groundbreaking Next Generation magazine and (in a forme (6a) 6 (Ltime Fretishmen RITE SEGA GAME



RANDY NELSON Serior Editor

BACKGROUND Previously seen working tirelessly for Internet games destination IGN.com and (in former life) EB sales guy VORITE SEGA GA instar Heroes



FRANCESCA REYES sowe Frito

Star writer for imagine's Ultra Game Players, PSM, and Next Generation magazines and (in a former Ifal miller shop sigue AVORITE SEGA GAME Shrand Force I



LETTER OF THE MONTH

Christmas Past I remember it so well. It was a cold Christmas day back in 1988 I had just finished going through my stocking stuffers and was ready to unwrap my other gifts. As Lopened what I considered to be my only important gift that morning my only hope was that it was what I had asked for. I ripped apart the wrapping to find exactly what I had

asked for and although I didn't realize it at the time, what would turn out to be the greatest game that I would ever play... Phentasy Stor I was an awited that I ran over to my Master System and clidn't get up for two days (it took me that long to find the dungeon key in the original maze! Ha-ha...). I'm sure that the ecstatic smile that wrapped around my face while playing made my mom feel ok with spending \$70 on a Sega same! Over the next few weeks I spent more time playing that game than doing anything else. Nothing else at that time even came close. Four characters (you gotta love Myau), three worlds,



Fans have seen more than a few incarnations of their orite PS characters through

the years, including Myau

you bestard?), and an incredible story to tie it all together. I still have the game in my possession today and it is the only game that I will never get rid of, I can only hope that Sega will make a Phantasy Star for the Dreamcast but as for now the system and games look incredible

a horde of monsters, numerous

weapons and armor, great dungeons

an unbelievable final fight (Darkfalz -

and I will be waiting for Project Ares. Keep up the excellent work and let's go Segal Gamefan128@aol.com

Some of us here remember that day just as well, give or take a few details (like being at your house on Christmas day, and all...) and your letter really struck a chord with Francesca, who practically begged for Phantasy Star IV for Christmas several years later, as well. For the memories, you win Letter of the Month. Expect a box of cool loot from Sega in the mail!

Our Inflatable Friends Well, besides the fact that you magazine kicks total ass. I was

wondering where you got that blowup furniture on the first page of Issue 01? If you could supply me the information on how I could get that same chair, it would be greatly appreciated.

On a whim to find silly props for a photo shoot, we

picked up a pair of those inflatable chairs from a Bed, Bath & Beyond store here in San Francisco. They ran us amund \$30 a piece. Though we can't remember the actual name of the company that makes them, you can probably find them at any department store like Target or WalMart in the "disco furniture" department

The VMU Never Dies

When I was reading the instructions for the VMU it was stated that the unit's battery life is about 100 - 140 hours. In Sonic Adventure you use the VMU to train your Chao and that could easily take up quite a bit of the battery life, So my question is: Will the VMU save files even when the battery is dead or do I need to buy two VMUs so when I need to change batteries I just copy files to the other one? If you could answer this one question I would be very appreciative.

Joshua Boensch

Good question, Joshua. The VMU is pretty cool in that it allows you to save and upload files to Dreamcast games, even when the battery is completely dead. You can tell that the battery is dving if the VMU beeps

loudly whenever you have it in your controller and you turn on your system. The only thing you cannot do when the battery dies is play stand-alone VMU minigames, like Chao Adventure. But the files that you have on the VMU will not be erased. They'll stay put until you replace the battery.

footsteps

Lara on DC? Will a Tomb Raider game be released for Dreamcast? Eidos is releasing Fighting Force 2 for the DC

so I'm hoping Lara follows Hawk's

You aren't alone in wanting to see Miss Croft in full 128-bit glory, Will. But as much as we'd love to ion Lara on yet another lever-pulling, key carrying, tigerkilling expedition into the jungle, it might be awhile. Eidos still has an exclusivity agreement in place with Sony for PlayStation, but it ends soon. This means that there's a glimmer of hope for Lara to land on DC.

Are we compatible?

What's the word on the US Dreamcast being compatible with Japanese games? All us die-hard mahjong players want to know.

MiKey0123@aol.co

Future compatibility between US and Japanese Dreamcasts seems highly unlikely. But, while we cannot recommend it, there probably are ways of either modifying your system or using peripherals in order to get it to play import games. But you didn't hear that from us, Mike.



I think Turb stands for "Tiny Urban Roller Bladers." That means the King is just the best in-line skater...

In-line Gamino What exactly is a Turb? I

think Turb stands for "Tiny Urban Roller Bladers." That explains the rollerblading thing. That means the king Turb, is just the best in-line skater, that is why he is king. Do you think I'm right?

Couch Boarding

Hello there in Sega land. You see, it's like this, I was really looking forward to the winter months because I LOVE to snowboard. The only things that keep me living in the spring and summer months are my motorcycle and video games. Well about three days back I was riding my motorcycle (on the way to Toys R' Us to reserve my Dreamcast, ironically enough) when a Suburban pulls out into my lane. With a curb on my right and some small compact car to my left I was left with no option but to hit said Suburban. I broke my right femur (that's the big

bone, hurts like hell), which the Doc says will be about 12 weeks healing. So now I'm going to miss at least a month of snowboarding season, my bike is wrecked beyond repair, and I didn't even get my DC! Life's a h*f@ch sometimes

So as I sit here, leg propped up, playing 1080 Snowboarding on my N64, a question occurred to me: When is the 1080 killer coming out for DC? You see, I consider 1080 to be the greatest looking, best playing snowboard title ever, for any system. I'm sure someone is planning THE snowboard sim for DC, so do you have any dirt on it?

Prescott Oelke Fort Collins, CO 80526

Ouch, Never fear, Prescott, help is on the way in the form of Sega and UEP Systems' ode to the slopes. Rippin' Riders, or Cool Boarders Burrm in Japan, Yes. we know the US name is pretty lame, but it's a whole lot better than some of the working titles that Sega's dreamed up for it before release. Or not... But you'll definitely want to check out our review of the game on page 106. Good luck mastering the virtual slopes.

Can't Hardly Wait

Since the Dreamcast has Windows CE, I was wondering if there was a possibility that Command

I heard rumors about a second Sonic game being

I hope you print this because I'm a big fan of Sega

Hey Nick, yes, indeed, there is a World Series game. headed for Dreamcast sometime next year. While the details are sketchy, it should be called World Series

Bad news, Nick. The C&C franchise is developed by Westwood Studios, which in turn is owned by Electronic Arts - and we all know the story with EA, right? They haven't signed on to do any Dreamcast titles as of yet. Our sources have whispered that,

though unconfirmed by Sega, one branch of the Sonic Team has been working on a sequel to Sonic Adventure for some time. But don't expect it anytime soon. It's still a ways off

Modem Life Props to getting the first issue together and looking good. But now it's time to get down to business and cover an important topic much neglected by DCM and its sister Imagine gaming magazines; this topic is of course about Sega's DC modern. The problem lies in the fact that there are many gamers out there that are as excited about DC as I am, but are stuck in the position of already having an ISP that doesn't use phone lines for data transfer, ie, Cable or T1. So the long and the short of it is: Is Sega planning to come out with a peripheral that will accommodate users with high bandwidth ISP's or are we more or less SOL and expected to shell out an extra \$20 a mo, for a slower ISP?

Todd Curth reurth@home.com

Well. Todd, the unfortunate news is that if you want to go online with your Dreamcast anytime soon, you'll have to sign up with a 'traditional' ISP such as AT&T WorldNet. Sega does have plans for a cable modern and/or DSL adapter for high-speed Internet access on Dreamcast, but don't expect it to be available until the end of next year at least.

Mecha Sonic

While playing both the JP and US versions of Sonio Adventure, during E-102's adventure I saw Mecha and Metal Sonics (when E-102 awakens at the start of his adventure). Fully poseable! Why are they there? Could they be secret characters?

Marisa V. Cotilletta mycotil@honet net

Hate to disappoint you, Marisa, but those versions of Sonic were strictly for show. The only secret character in Sonio Adventure is Super Sonic Don't rule it out for the sequel, though,



His Super-ness

From Tokyo With Love

fler a long trip to Japan for this year's Yokyo Gamo Show and other A notable events, Simon has returned with his sled full of news or darries, rumors and, most importantly, love. And on the wheth note over Simon's picked up a load of info on Dead or Alive 2, as well as the tonsety awaited Resident Evit Code Veronica. What more could you ask for? Woll, we can think of a few things, world peace notwithstanding. Drop us a line and tell us what you want to know at: DCM, c/o length fedia, 150 N. Hill Drive, Brisberre, CA 94005. Or e-mail to sac@imadnemedia.com. Choese and have a great heighter reserve



"The Critics have Spoken on the Action / Adventure Game of the Year!"



"3D exploration and adventure at its finest...Game of the Month."

- Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping."

– Gaming-Age.com

"98%" – PS Extreme Magazine

As Raziel, stalk Nosgoth feeding on the souls of your enemies

Engage your creator, Kain, in an epic struggle for dominance

Dark gothic story









Now on Sega Dreamcast! eidos.com

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Geor



100 licensed cars, graphics to die for... Sega GT ups the ante in the ultra-realistic driving simulation race

ehind closed doors, inside Sega's clandestine Japanese ent HQ, programmers and designers work in d tones on top secret projects. The latest to inch into public view, alongside other previously black ops titles such as Space Channel 5 and Phantasy Star Online, is Sega GT - marking the company's official entry into the nextgeneration driving simulation arena

Still very much shrouded in secrecy. Seda GT is a simulation of highperformance production car racing featuring at least 100 licensed vehicles from several Japanese manufacturers, including Nissan, Toyota, Mazda, Mitsubshi, Subaru, Suzuki, Isuzu, and Dalhatsu. Model year 2000 cars will make up a good deal of the roster, and will include such sought-after sets of wheels as the stunning new Toyota MR2 Soyder.

Realism is to be the key to the game, and Sega's development team is obviously making every effort not only to recreate the real-world likeness of its vehicles - as evident in these jaw-dropping screens - but to replicate their handling as well. Proper car tuning will be of utmost importance, and early indications even suggest that players will be able to trade their cars and settings via Dreamcast's built in modern. Sega's still tight-lipped as to whether you'll actually be able to race opponents via the internet in the final version, however.

DCM has learned that the game's primary play mode, Championship, will reward players with cash winnings from races that can later be used to buy new cars and upgrade existing ones. Single race, time attack, and split-screen competitive modes will also be offered. Further details have yet to be divulged, but one thing is already evident; it's looking absolutely stunning. If its gameplay can hold up to these already impressive visuals you may well be looking at one of the biggest games of 2000. Look for Sega GT to make its Japanese debut next spring, DCM will have more details on the game, and word on a possible US release, soon







Interplay enraged

ost recently responsible for arcade-style blaster Incoming and soccer title Striker Pro 2000 (page 80), UK-based developer Rage Games has reached an agreement with Interplay that will see its next Dreamcast

projects released in the US next year. The first three games out of the gate will be Midnight GT, Hostile Waters, and OH Road, Midnight GT promises souped-up licensed production cars and some slightly



less than legal racing on Japanese city streets as well as other globe-spanning locations, Mostile Waters will put layers in the priot's sent of helicopters, attack boats, jet heavy wargame. Off Road, for its part, is to be a roughtumble racer featuring a multitude of environments and what promises to be one of the most realistic physics models yet. All three games should ship during the first

Due in the second half of next year, incoming Forces is the sequel to the recently released blaster inco of course, new futuristic attack vehicles to pilot.



this in the 16bit days, when this 20 masterplace was released for Sega Genesis, with two player simultaneous action, four weapon types, and hours of mindless fun Treasure isn't keen on producing seque's, but let's hope it'll have a change of heart - and soon

Hell Sent

Todd McFarlane confirms that Capcom's stunning Spawn arcade game is coming home



rols, but boasts stunning visuals

I hat began as a cult comic and soon exploded into a multimedia frenzy What began as a curt comit and acon support of cartoons, film, toys, and various videogames is now due for life (or was that afterlife?) on Dreamcast, courtesy of Capcom

Crested by renowned comic artist Todd McFarlane, Spawn was transformed into a 3D arcade blast 'em-up by Capcom earlier this year, and should be hitting coin-op halls by the time you read this. Running on Seats's Dreamcast competible Neomi hardware, Seawn; in the Demon's Hand sees players donning the midnight-black duds and blood-red cape of McFarlane's dark anti-hero (or one of 13 other characters from the comic's universe) and taking on throngs of enemies from a third-person viewpoint. Better yet, the game allows

multiple com-ops to be networked so that up to four players can deathmatch, In a recent status report on the Spawn franchise, Todd McFarlane himself confirmed that the vet-unreleased coin-op will be coming to the Dreamcast consoles in 2000, Capcom, who likes to keep things close to its chest, has yet to officially announce the conversion. Consequently, there's no word on what extras are being planned for the home version - or

between the Naomi arcade board and Dreamcast, we should expect the rest of the conversion to be nearly (if not entirely) pixel-exact. And we'll be upset if it's not Stock to the pages of DCM for the latest word on Scewn; in the Demon's Hand.

if the adrenaline-pumping multiplayer combat will remain intact. Dresmoast's built-in modern would prove ideal for making the latter a reality via the internet. Due to the smiltinities

sh Sests has confirmed that Volum

med PC first person shoots

Directorest sometime during 2000 If will feature support for massively multiplayer combat via the Dreamcast Network online gaming service, set to go live sometime

Fans of proade adventure Gauntlet Legends (shown) have reason to be happy, as Midway has



to our favorite console next spring But wait, there's more! The game enhancements that are planned for the game's forthcoming aroads Gathering of Developers recently



year. The game features shock rocker Gene Simmons and the rest of the KISS crew taking on horder tweeted crous emergrament.

Back and Blue

Sonic the Hedgehog is back for good. Not only that, but the hyperactive blue hero (and maybe even a few of his friends) is to show his grinning mug on Dreamcast again before 2000 is out. Sega of America has finally confirmed that the Sonic the Hedgehog brand will continue to be expanded on Dreamcast, with a new game starring His Hedgehogness (and possibly at least one Sonic Adventure spin-off featuring his co-stars) set be released in time for next. year's holiday season. Sonic Adventure 2 is exciting news, but what else can we expect? Past Sonic projects point to any number of possibilities, from puzzle games to, uh, running () think you mean racing, -Ed).



* Still without a minose for the LtS. Seato's Deverogest Zin Drive et



een for the first time in prototy form at a pre-Tokyo Game Show and is to feature a standard USB cort for the connection of printers tuned as DCM will have the lates news concerning this anticipated acktion as acon as if's amounced

cast trile, Relony Aureust. Set



stame sees placers controlled either a cop or robber in a break-ree capture offenders. Boasting more than 100 square miles of street and allowers and 38 mesons, the game is headed for release this spring, possibly as early as March

Norwegion 3D gunnermor Innerloop are currently working on a



for Dreamcast that will feature mountain biking, snowboarding paradicing, and hand skidne, No the game is expected to arrive statesade by peat April

B UK-based developer Team 17 is hard at work on Alien Break Conflict a fully 3D secure to its too



down shooter series from the 16bit ers that achieved notoriety on committees. The game perceises denner dismenly than its oursh expected to get relegaed by the end of 2000 in the US

Round Two...

FIGHT!

Not one, but two new Street Fighter games get set to square off next year

m's premiere fighting series still has a lot of, well, fight left in it. ONot only has the developer finally confirmed that Street Fighter III will appear on Dreamcast, but that SNK vs. Capcom, a new crossover fighter starring characters from both Capcom and rival fighter maker SNK, is coming exclusively to the system.

Due for Japanese release by year's end, and an inevitable stateside arrival next year. Capcom's home conversion of Street Fighter IV will be re-titled Street Fighter III: W Impact on Dreamcast. Combining both Street Fighter III and Street Fighter III: 2nd Impact on one disc, the dame will also include expert home only features - each as a training mode and a new skill evaluation 'computer' - and is promised to be pixel-for-pixel identical to the arcade version. That means we can expect the same high-color backgrounds and characters, early fluid animations, and staggering special effects of the processing intensive CPSNI system brawler, which, to date, has proven too technologically advanced for any home system to handle in terms of its enhanced color palette and sprite animation capabilities

Spawned by years of requests from fighting fans, SNK vs. Capcom (currently under development for the Naomi arcade hardware and Dreamcast) will, when complete, bring together dozens of contestants from both companies' character rosters and pit them against each other using a familiar 2D fighting system. Details at present suggest that the same will enable players to choose from two fighting styles: One that resembles that of most Capcom games, and another that should prove more familiar to fans of SNK's King of Fighters series. Confirmed fighters on the roaster include Ryu, Ken, Guile, Chun-Li, Zanglef, and Blanka from the Street Fighter universe and Terry, Raiden, Mai, Jori, Kyo, and Benimen, from King of Fighters. More will be announced in the coming weeks, and the game is scheduled to hit Japanese arcades shortly before heading to Dreamcast next spring.





An Unfinished Saga?

while ago it was rumored that Team Andromeda - the development group behind Sega's revered Panzer Dragoon series - had disbanded. Along with this news came our inevitable sadness. Randy cried, Fran put a little flower on the lid. of the office Saturn, and the rest of the DCM team dealt with their grief privately (What? By taking a three hour lunchbreak? -Ed). In recent weeks, however, new rumors have begun to tell a different story. It's now thought that the developer is once again a 'team' (and not just lonely, uh, Andromedans) and is hard at work on a secret Panzer project for Dreamcast. Segs, the spoilsports, won't lend credence to the rumors, but this could be anything from a re-make of Panzer Dragoon Saga to a new, wholly unrelated game. A DCM team of reconnaissance scouts is already on its way to Tokyo to sniff out Team Andromeda's secret hideout. Stay tuned.

Return to Funkotron



Cult favorites from the 16bit days of Sega Genesis, whacked-out alien rapper duo Toejam and Earl are a step closer to a well-deserved comeback. Thanks to an outpouring of fan sentiment and a resulting change of heart on

the part of the series creators at Toeiam & Earl Productions, a Dreamcast debut is on the cards. Tentatively dubbed Toe/am & Earl & Latisha, the third chapter in the endearingly bizarre action-adventure series will take place in full 3D, introducing two new characters.

Latisha and Neon. Latisha is a friend of the rapping duo from their home planet of Funkotron, while Neon is a robot dog that will both aid and arrow the trio over the rise of their now entirely polygonal adventure Gameplay, as in the original, will revolve around tracking down - and using the abilities of - presents scattered about the landscape, and will require the three to work other to accomplish goals. Neon will play a split role sometimes he'll be good dog and bring you presents, while other times he might bury them. Plans call for the three obyers to interact with one another via a split-screen display and possibly the Dreamcast Network. We'll have a

release date and publisher as soon as they're known Separated 6 at Birth





Tecmo's Team Ninja is best known for creating one of the coolest traditional fighting game series ever - but did you know they're also wrestling fans? Or so it would seem. How else would you explain the unmistakable smilarity between Dead or Alive Z's mammoth brute-Bass and the tights-wearing WCW grappler Hulk Hogan's





UNIVERSITY OF THE BUTTSLAM...

CLASS, MEET THE PROFESSOR.

















So many boats, so little time...

Back in Issue 1, you might remember that we original scale model of a Hydro Thunder boat using nothing but old cereal 'packets' (sorry if that confused anyone: I meant 'boxes' -Ed.) and empty toilet paper rolls. And to be honest, we didn't anticipate much in the way of sophisticated model-making - at best, maybe a few squatty box shapes smelling of Cap'n Crunch with suspiciously toilet tube-shaped 'funnels' duct-taped to the top. How wrong we were.

For the past few months we've been inundated with entries, and each day at DCM Towers has been a little brighter for the arrival of a new fleet of cardboard vessels from our (increasingly disgruntled) mailman.

Entries were judged on design, originality and detailing. and the eventual winner - Riptide from Thomas Bryson in South Carolina - scored very highly on the first two counts. Thomas will soon be receiving delivery of a

Midway Hydro Thunder arcade machine.



Almost as good: the boats that bagged second and third place displayed excellent stylistic flair and technical

are on the way to their designers.

creators. They're now a permanent

fixture of the DCM office decor -

that is, until the recycling guys

come by (just kidding).

execution (respectively), and DCM swag bags full of goodles

DCM would like to thank to everyone who took the time

to enter. We're sorry, but no boats can be reunited with their

mas Bryson's Riptide is an amazing effort. For a start, it's the only bost we received that'd been 'engineered' with moving perts boasting incredible detail: 1 A sliding canopy conceals the occient's esquisite interior, 2 Rear 'In-thrusters' are revealedby moving the seroloil. 3 Best of all, a retractable engine hood protects the boat's source of power - a Dreamcast! (Let's hope it doesn't use Microsoft's Windows QE, it'd sink - Fd.)





Top 10 Best-Selling Games Overall (TRST) SEPTEMBER 1999

- NFL 2K
- Sonic Adventure
 - Soul Calibur Ready 2 Rumble Boxing
 - House of the Dead 2
- Blue Stinger Hydro Thunder
- NFL Blitz 2000
- Power Stone Air Force Delta

Top 10 Best-Selling Games at Gamestop.com

- **OCTOBER 1999** NFL 2K
- Virtua Fighter 3tb
- Soul Calibur
- Sonic Adventure
- Marvel vs Capcom
- House of the Dead 2
- King of Fighters 99 Ready 2 Rumble Boxing
- Tokyo Extreme Racer
 - Air Force Delta

Top 10 Best-Selling Games in Japan

- OCTOBER 1999 J-League Let's Make Pro-Soccer Clubi (Sports)
- Black Matrix Advanced (RPG)
- Atsumarel Guru Guru Onsen
- Marionet Handler (Strategy)
 - Soul Calibur (Fighting) Let's Make Pro-Baseball Teaml (Sports)
- Mobile Suite Gundam Gaiden (Action)
- Ready 2 Rumble Boxing
- Climax Landers (RPG) Shin-Nihon Pro-Wrestling (Sports)



is highly imaginitive Sonic boot from Lee



GET THE GAME WITHOUT SELLING YOUR SOUL.



COMPUTERS













Illustrious editor-in-chief just had to be there...

The phone ring's. He, The Official Sept Desancest Magazine, First speaking, "He, I're Simon, I sepoil"
Silence, "Heldo Fran, are you there?" Passe, "Im, yeah, I'm here." "Fran, I've Joe hee to the histoy dame Show and
Sept's stuff was anisedig! I've get loads of screenables of now games like Chie Chie Pocket and Space Channel S. so we
can really pack the next law—"So what day you by us?" "Hall" "The loans, presents. For us. Since we delit yet to go."
"Um, yeah, of course..." (panice, loads around his hord room) "I have... um...Next A Shomme pen, And a Art Seef Ruffic lay
into, And some seages, and a notiqued—"""—"Than, It go of the Monte Hey, Shorel I's Rampd! Hey, have's what I want you to

bring me: there're these enormous Pen Pen soft toys (don't get me Pikachu) — oh — and any information you can get on

PlayStation 2. It looks awesome... *
"Hello, Randy. You're fired. Twice."















West's the game? A

» AND THOSE THAT HAD A BITE... There were about 50 other games shown for Dreamcast at the Fall

'99 Tokyo Game Show. While not all of them made it into these hallowed pages, DCM had a go squeezing them in ...

1. SUPER PRODUCERS

3. DENSHA DE GO 2: 3000 MILES

4. DOKU SENKI

6. CARRIER

AN HOOME























7. BLACK MATRIX AD

8. POP 'N' MUSIC 2

9. SUNRISE HEROES

10. GIGA WING

11. SUPER HERO LEGENDS

12. TYPING OF THE DEAD

13. UNDERCOVER AD 2025 KEI

15. ROOMMANIA #203

16. ZOMBIE REVENGE

17. GODZILLA GENERATIONS:

18. MAKEN X (ATLUS)

19. DEE DEE PLANET

20. WORLD ADVANCED 20. WORLD AS I

21. JOJO'S VENTURE: LEGACY OF THE FUTURE

22. RE: CODE VERONICA

23. TOKYO BUS GUIDE

24. RAINBOW COTTON

25. ESPION-AGE-NTS

26. PURASU PURAMU

27. OUKA HOUSHIN

28. VIRTUA STRIKER V. 2000.1

29. COMMUNICATION

30. TREASURE STRIKE















31. VERMILLION DESERT

32. AERODANCING F

33. LET'S PLAY GOLF

34. CHU CHU ROCKET

3S. EVOLUTION 2

36. BANGAIOH

37. CRAZY TAXI

38. SHENMUE



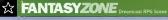
BEGIN.

"Evolution is a shining example of Dreamcast's power." -SeeaDreamcast, net

"The Dreamcast handles Evolution's beautiful 3D world with ease, providing visual splendor that...puts Final Fantasy VIII's otherwise amazing aesthetics to shame."

OIN MAG LAUNCHER IN HIZ BATTLE
AGAINST THE BTH EMPIRE & DISCOVER
THE MYSTERIES OF ANCIENT PANNAMN AND
"CYFRAME" TECHNOLOGY. REVOLUTIONARY 3D
GRAPHICS AND LIGHTENING QUICK
ANIMATIONS AND COMBAT DEMONSTRATE
THE POWER OF THE SEGA DREAMCAST".
EVOLUTION, THE FIRST RPG FOR THE SEGA
DREAMCAST", TAKES THE RPG GENRE INTO THE
NEXT. NEXT GENERATION.





Phab Five! Three words for you: Phantasy Star Online

e're truly happy now. Okay, so it's not officially the fifth installment in the grunning series, but Sega recently firmed that Sonic Team is hard at

work on the next Phantasy Star game, entitled Phantasy Star Online. "Online?" you say. You bet. Stated for release sometime next year in Japan, PSO will feature both multiplayer online capabilities as well as single player non-internet play. When using the modern, you'll be able to join forces with up to three other friends

online for a party of four warriors, á la Diablo or Baldur's Gate. For those less enchanted with the idea of questing in a community environment, you'll also be able to play through the same offline, with computer Al controlling the other three members of your party. PSO's announcement comes at an opportune time

for fans of the series, as well as those looking for something to do online other than upload or download game scores. Officially unveiled at the Fall Tokyo Game Show, the game was represented by a looping video

ONLINE

segment that showed four of PSO's rendered environments along with plenty of teaser text. However, because it's still very early in development, there hasn't been any real scoop on the storyline or what characters may be starring in the game. With a motto like "This time, you're not the only

hero..." Sega can expect plenty of salivating as the game gets nearer to its projected release date next year. DCM will be there for every scrap of news on PSO aliable, so stay tuned for the latest







Still Evolving Sting's Evolution enters second phase

er the success of Evolution In the Dreamcast's Japanese launch line-up, Sting has strengthened its commitment to ng even more RPGs for the stem. Evolution 2 is on its way. head out on an adventure that

With practically all of the old gang in tow, Mag Launcher and Linear Cannon promises to be more than just a simple rehash. The most noted departure from the original is that Evolution 2 is set to include fewer randomly generated dungeons and more fixed mazes, two

new playable characters, enhanced graphics, and plenty of VMU-based mini-games for portable play. Another notable addition is the utilization of voice-over tracks to

further animate everyone's favorite SD heroes. The cast of voice actors (or 'seivuu', as they're called in Japan' as Pepper and Akio Ootsuka (Metal

includes plenty of pres including Kikuko Inque (Belidandy in Oh My Goddesst) Gear Solid) as Gre. Look for the game to hit Japanese shelves and your local import store this month



RPG NEWS LINK

b Bogs has finally princil down a US release date for Climas and us. Stated for release in February 2000, the gaze is to entire release in February 2000, the gaze is to entire release in February 2001, the gaze is formation to Climans BPO, Limit States. February a Melwarm exposuse in Japan, 14th Sept. Limit States. Look or a comprehense or every of the gaze next issue.



Timax Landers becomes Time Stalker in the US

nome of Asims Sark. Similar to games the Pakehma and Morals Reprinter, Arima Star Instead Gousses on using officients enhals to be according to the year of the game, however, is the ability to lief, the December selection of Asims Star to its Game, Boy Octor constappert, from however, is made you can opport an arimate on the gap and then note them in your December with my you get home. How cold is a bit off Asim in your December with my you get home. How cold is a bit off Asim



aki's Anima Star enters the running b) It seems as if Sega's much anticipated RPG, Elemai

No only has it been blessed with modern are drawing gammaging, and all also use the fielding controller drawing certain segments of given through sections? Edit, in addition, Sogia, has given on record and intercented that Eleman Acadasis bactile origine will full 3D movement, much like Square's Persolate Eve. Therefore, be able to control your character and use a fill firingly movement counts to stitute, entering from any unique on the bacter flower of the country o

op games or organization. The news is increasing for rains of an inclosely popular its series, since it doesn't take a neur ion to envisinge the previously PC only Ys Eternal making th

Falcom's Ys Eternal for PC - and Dreamcast?

Girls, Girls, Girls

The lovely ladies of Sakura Taisen are back in town — well... Paris, France, to be more exact

no of the biggest reasons to own a Sastum In-Jean was the chinesce to play two of the most popular RPG/Simulation games senond, Salvar Talesce and SK2. Featuring elements of dating simulation, strategic mechanists, and recleptingly, the genes have since spawned an anima series, countries mathematic projects (lock-most players), and properly projects (lock-most players). No, RPG Os and Sega have again teamed up no a project that's sum to have calcular content of planes. Now, RPG Os and to have calcular content of planes. Now, RPG Os and to have calcular content of planes. Now, RPG Os and to have calcular content of planes. Now RPG Os and the plane of the series of the transport of transport







The begaset news regarding the much artificialised Sexus Talean 3, in that it's decided an official related Sexus Talean 3, in that it's decided an official related Sexus Talean 3, this is During (see doff related to south 700 km² by the game will feature the rare levely lostes, a south 700 km² by the game will feature the rare levely lostes, a locale. Red Co. will also be releasing enhanced versions of ono Sexus Talean and 51/2 in the System Summer of the coming year, both of which will feature Summer of the coming year, both of which will feature proposed promote to equal to Debarractic devices to equal.

But that's not all, Segs and Red Co, also plan to bomberd fans with a multitude of merchandse and other projects, including hisnaguni Columns 2 covered in last lasur's DO World, and have also announced a bread new anime TV series, a full-length feature movie, a third Drama CD, and a Sakura Tisser-resided title.

and a Sakura Tasen-related title for Dreamcast entitled Oogami Ichirou Funtouki.

lichirou Funtouki,
Fans should start
scheduling next year's
engagements now.
Stay tuned for
more breaking
info on Sakura
Taisen 3 in the next
issue of DCM.



Letter Perfect

Scarceroft to miles FMV is the IPC (and hopefully FMVII). Under the a blate, would be daube alone for miles Square geners for the Characteristics.

Also, will then over be plant to revelouse Statum PRGs (over the here not create this didn't) on the Desarcerost, and will Working Desg

Universiseates, Nes., the shift from 50 to Desancest, though it would be an key port thanks to Windows CE, Inn't really that straight forward. Ellow has the port thanks to Windows CE, Inn't really that straight forward. Ellow has the port of the license to take the games and part them to any other Videogene system. Wit to excell the third Therament multiplies eithirs caulid he arranded to a Ellow. Wit

game development.
As for re-releasing Saturn RPGs on Dreamcast, that may not be so implausible. Compulike NEC are allowed yenhancing 32bit games, such as Black Matrix AD, for Dreamcast, but certainly not an emarging trend. While it's still very rench up in the air if we'll see games. Sheling Face if or Penace Dreamon Sasan on our Savorte system. On't nief it out entirely.

crossed.

Regarding Working Designs, company President Victor Ireland has finally expressed as Interest the system, but no tities or projects have been amounteed. It's nice to know that WD's door is open again, though, Whother this means were "see Learn appear in any form on Desiranceals self interest but it does shed a Ritle long on the situation. We've secretly longing that WD's shooter division, Sport load load in the load of the secret of the load of the

Wandshing ebout RPGs? Send It in to: Fantasy Zone, c/o DCM, 150 N. MN Orivs, Brisbana, CA 94005. O senell us alt: OCMag/Pinaghiemodia.com, Thanks to Acet for the emailing art of Marko, FZ's postmistres

www.DailyRadar.com









"Better Than Arcade Perfect!"

"STREET PERFF

- GAME INFORMER











FIGHTER





Street Fighter Alpha 3 rocks your world with new features and astonishing arcade perfection. Choose from over 30 characters, each with 3 different fighting styles. Street Fighter Alpha 3 is loaded

with new enhancements and modes of play - like the around-the-world. skill building World Tour Mode and amazing Dramatic Battle brawl. If it's a fight you're looking for, this is your game!









Finger on the Trigger

Sega gets first-personal with arcade shooter Out Trigger

he only gaming catagory to which Segair iden-trained with M2 division has yet to give it as yet in the first person shooter genre. And with the amouncement (sed subsequent winter release) of Out Trigger, it too can now be scartched off the list. Playable in both first- and third-person view, Out Trigger's strongest feature is the flexibility to allow up to floor players to britte It out across networked aroade machines, all in pure desthinants had.

Within the game, you play as one member of the eith crSc (international Counter Farrorism Special Forces). Equipped with all manner of Qualet-like wesponny, including Rocket Launchers and Rail Guns, your job is simply to hunt down the enemy. Environments mimo the areas and corrifors of some of the best. FPS titles on PC, with gameplay taking place in areas like offly at museums and medieval-

looking colliseums.

But what about the controls? Are the



standard arcade juyatitics, still in place for Out Rigger? Yes and no. The development team at Segs has managed to customize the cabinets to include a trackful for centrolling the camera (much like a mouse for a PC), as well as a joystick with a fire button for detailing movement on the screen and a separate button for jumping up or over objects, in other words, the arcade

shooter's need for movement has been taken into account in every way. But don't start salivating over the prospect of Out Trigger hitting Dreamcast just yet: the wait is likely to be long. Saga is looking into the



possibility, but the decision will rely heavily on the system's networking functions and the question of whether or not it will expand to allow more than four people to play at once. With Sega's US online network still in the planning stages and Japan's Dreameast network support in its

relative infancy, first-person shooter fans may simply have to wait and see. Out Trigger is released into Japan's arcades this month.

1-3 The detail in Out Trigger's massive environments should set a benchmark for corridor shooters – no more murky brown PC graphics! 4 Lock on targeting should make attacks from multiple enemies an easier task to handle. 5 Four player deathmatch – Sega style.

Ambuland Chasing

Frieighters, the AM3 department is trying its hand at brother life simil with Emergency Coli Ambulance. And the oth suggests, you'll be saving the world once again but this temp, doing it one patient at a time. The game late that the control of an emphasize on the control of the temp.



is or her own variable life expectancy which is affected by either how well or how poorly you drive. Think of it as crizy Tais without the 'colory' or the 'time,'

one Fishin

to the lineare success Siga has had with its Noomivend fishing game, Get Biss (Sega Biss Rishing in US), an imminent sequel – imaginately titled Get is 2 – is on the way, set to debut sometime in the

Bust-

monitored on the most second AMMAA show. Segar will be ming us with Controlle the company respectable for the gramming Pulyo Pulyo pseudo series) to bring the situsie Pulyo chrosocters as concision serveywhere with Pulyo yo Qui — this time not in paurise form, but with their many stores on Mooded offer grosse like Emot State show, you'll be also be curried in yol the chemisters in the situary or Quarter show of the chemisters in the situary or Quarter shows the situation of the mine situary or Customade to the familiar Palolgo.

et Results

tea of netting a defenseless zebra on the plans of implit not be your cup of toa (or the zebra's, for notion), but what if you could do it without bearing to



principles of the desired property of the sense of the se

Racing Home?

It the numbers concurring the Source's F355 Cheffergeode game making the loop to Dinamical scenation in coming year, biperses encodes will be receiving a visingle-screen vision of the game that also includes for for disented enem (port.) We offer throw what of oos.



Shake, Rattle 'n' Roll Sonic Team shakes its money maker

onic Team is on a bit of a more points you're awarded. And

development and release of games like Chu Chu Rocket and Phantasy Star Online, it able to proceed to the next stage. might not come as any surprise that the decidedly quirky arcade music game Samba de Amigo is also on the roster for arcade release. Set up with a full floor mat and a set of four maracas (yes, maracas). Samba de Amigo challenges arcade junkies to test their rhythm skills by be more clearly determined once displaying a set of commands onthe game releases in Japanese screen. It's your job to shake your arcades in the coming months. maracas in the right position in time with the game's music. There are three variable positions: high, middle, and low - each with subtle variations to increase the challenge

You're even prompted to 'strike a pose' at key points in the game (this is where the floor mat comes into play) - the better your pose, the

roll. After announcing the much like games like PaRappa or Um/ammer Lammy, your score will determine whether or not you'll be With a rather inspired set of character designs and some wickedly addictive gameplay, it's almost certain that Samba de Amigo will make the leap from arcade to Dreamcast sometime next year. But its console fate will



that maraca in motion! 2-3 A grade of C or



Toys will be Toys

Sega raids the toybox for a not-so-cuddly fighter

childhood that stem from the toys we played with as tots - and we don't mean that old Master System kicking around the closet. We're talking Barble, We're talking that big fluffy bunny And now, Sega's got a solution browing in the form of Toy Fighter, the latest in a line of innovative 3D arcade

Featuring nine initially playable characters and a host of environments that recreate a pint-sized Toy Commander-esque universe. Toy Fighter uses a point system instead of the usual power or life gauge, to crown the winner of each round. So, whether you're fighting as Vitamin, the doll waitress, or Gushiken, the

G.L. Joe-wannabe, you'll be awarded points for special moves or attacks against your opponent. The moment either you or your opponent reach the total of five points, the fight is decided and it's onto the next round In addition, Sega has implemented a feature called the Battle Circle, which encompasses a small circular area of the ring. You or your opponent can perform grappling moves in order to pull each other closer into the Battle Circle for spectacular damage and high points. Cross your finders for a home DC port for this

unusual coin-op fighting fest - we've heard the gameplay is said to smack of such Sega beat 'em up classics as Fighting Vipers and Fighter's Megamix Which is just fine by us. More on this soon









Boot to the Head

Kicks gets our vete for most unique cabine design with four soccer ball 'controllers attached for your kicking plea

WARNING: The Moroliens have landed! DCM asks to be taken to their leader, the man behind Sega's upcoming super groovy Space Channel 5

which his name may not be as recognizable to some as Ydy Harda's o'th' discussed to The country of the country

himans along for the ride as poss

Morollens. You must keep the beat, but also use the directional controls to fire lasers at the grooving aliens Siated for a winter release, DCM had a chan with Space Channel 5's brillians produces about Freamcast, games and titala's ... um, "reveals"

DCM: In your own words, how would you describe Space Channel 57 Tetsuya Mizuguch: It's difficult to explain. "Dence, fight

ring people behind you. With Utala's power, passion, id love, other characters will be drawn to just and inchronize with her. The atmosphere by omes mos-ches and the rhythm gets faster as the group.

ut a year ago when Sego cast game that would sell. I developed when I joined, but the c

other characters will be drawn to her and synchronize with her."







Think of it like this: Ginger Spice gets shot into space (thank God), loses 20 lbs on the way, crash-lands on a space-station where she forms a new band with the allen inhabitants and spreads, sh, "love' throughout the galaxy. Make sense yet?

was different. I modified a few things regarding the rhythm-input system when I joined as producer. DCM: Is the geme one-player only?

DCM: Is the geme one-player only?

TM: Yes, but I think it's much funnier and more fun when played with a group of people watching. We're still deciding on VMU and orline compatibility.

DOM: What type of audience will SCS appeal to?

Thi: I want to target players that don't usually play games. Lately, most titles are too difficult for casual games, so we're researching all assects to make SCS appeal to everyone.

DCM: What's been the most difficult thing on SC5?

TM: Molding the game interesting. To do this, we charged the game system and it's been vastly improved. I don't want to make a game

based only on style and good atmosphere. I think it's more complex than that; the game needs to be fun. As producer, it's

my job to make sure it is.
DCM: Do you take the
international audience into
account while you're working
on SCS?

TM: Not particularly. For Sega
Rally and Manx TT, we
were aware of the foreign
market. This time I think we just

market. This time I think we just tried concentrate on making the game "pure fun." We don't really concentrate on any specific market. We simply follow our inspiration.

DCM: With Utala, ere you targeting the game at an older audience? Did you make her sexy on purpose?

TM: Yes, we thought about it. You can definitely see Utale's perfiles when her skirt fries up. But it is not so obvious; her sex appeal is very southe. We approached creating Usla differently. The game takes place in the 25th century and stars an inhabitant of Earth. We tried to imagine how clothes would look in the future. We fet that 500 years carrier in the game, it warn't so important to.

fet that 500 years certier in the game, it wasn't so important to show underwear. (What a future! – Ed.) I also believe the way she moves is really important. Ualso looks very real and sexy; she moves passonately, which makes her sexy. We worked on it a lot. Because we only used a low number of polygons to make Ualso, I think her sex appeal comes from the way she moves. I believe that it's

more difficult to design things like this that you can't see.

DCM: You worked on both arcede and console gemes, how different ere tha two?

TA: There are different ways to explain It. I compare it to the difference between movies and IV. In a movie theater, you're in the same environment for, like, two hours. Revision is different — the inergit is shorter, there are commercials, dot. They're the same, but different at the same time. There are a lot of things that can be done with console titles, but not with areade games. The opposite is also the, in my colonia, its more difficult to make console games.

DCM: Which do you prefer?

The I heven't firstead my first console game yet... I think I want to make them for a white. Arcade games provide a physical experience that you don't have with console titles. For natance, in Mainx TI you handled a blike. But, arcade games also force you to get the message across in something like three minutes, which can be frustrating.

DCM: How do you think Dreemcest is doing in the Japanese market? TM: I believe it's become very good recently because

of the game Seanan. The number of people working of the game Seanan is really important, and it's particularly popular among girls. Before the game was released, anywhere you went, everybody was talking about Seanan. Prople were saying "It sounds fun," "I wan to buy ni," "It's said out"... Everywhere in Shibuya the game was sold out. I shirk it was the first time in Jeapan that people started

thinking about buying a Dreamcast.

DCM: With the announcement concerning
Dolphin and PlayStation 2, what do you
think are the main advantages Dreamcast
has over these new consoles?

TM: I think Dreamcast is easy to handle. The libraries and tools used for it are good. It's quite easy to get into it. Of course, the specifications of these other systems are higher. But, Dreamcast can make things that other hardware can't do. But I don't necessarily thick in terms of handware.

specifications at all. I always think in terms of game content, instead. DCM: What does [Sege of Jepan president] Itillmarisan

Irijimori-san think of the gome? TM: He played it, laughed, and had some fun.

Check back next issue for a full report on Mizuguchi's gamel



SEGA DREAMCAST SCREEN SHOTS



True-to-R/C-racing physics! Objects and surfaces affect the action just like real life



Wildly interactive environments: museum cruise ship, ghost town and supermarket!



Pint size weapons pack a major punch: bottle rockets, ball bearings and the shockwave!



4 racing modes and battle mode! Go blast away on the blacktop at the playeround!

Dream Racer.

Small Cars. Big BAD Attitude.

"4 out of 5 stars...a great job of ...RC racing."

"9 out of 10...definite fun factor...
will make you come back for more."
Gamecenter

"4 out of 5 stars...tracks are stunning... fantastic visual effects...just plain fun to play." Gamenen.com

> "absolutely breath taking... this game looks sharp...instantly... one of the top Sega Dreamcast racers"

"Best RC Racing game ever... what racing is all about,"

Next Generation Onli

"88%" PC Gamer















With realistic R/C racing physics, great weapans, awesame environments and eye-spinning graphics, RE-VOIT is racing dane right. Only ance causale system can give you the frantasit visual effects and speedenhanced gameploy of the critically acidamined PC version-SEGA DREAMCAST. Riji trup in museums. Trash try stares. And blast through batanical gardens. All at 300 scale MPH. With two new cars and a new challenging roaftap track only available on SEGA DREAMCAST, RE-VOUT is your dream racer. So think small. Think fast. And RE-VOLT.









Consoleyour

... you're about to survive your first Dreamcast Christmas!



ou've forgotten to buy presents, dad has blown all the fuses with his 5,000 watt garden lighting display and Grandma wants you under the mistletoe right now.Don't panic! Your Dreamcast provides instant relief in any yuletide emergency...



'Twas the week before Christmas...

How to make sure the gifts you ask for are the ones you get...

hristmas isn't just about giving, it's about receiving, too. And preferably stuff that you actually want and don't just chuck in the closet and forget about forever (like horrible purple slippers and Beanie Babies). This year, you owe it to yourself to make sure that everyone buys you stuff for your Dreamcast; don't settle for Just any old thing. First, make your Christmas list the longest in human history. Circulate it among friends and relations at least a week or two before the hig day, and with a bit of luck your bedroom should look like Electronics Boutique come December 25, If you're really lucky, it could turn into the gaming equivalent of Cape Canaveral mission control. But how to decide what goes into Santa's sack, and what gets dumped out of the stable along with Rudolf's crap? Let DCM do the hard work for you...

These consumer electronics desirables will esse any self-respecting videogame junkie from a certain post-morning Christmas fate (like being stuck on the couch with Granddad while he drones on about his hemorrhoids). Obviously, you'd need to be Richie Rich to expect to see this much loot; so choose the accessories that best suit the kinds of games you prefer. But no matter how reasonable your request might be, you'll probably need to come up with a convincing argument for your parents - so DCM has provided a few spod justifications to set you started.

By the way, if you haven't got a DC console alread you've got your work cut out for you. Perhaps your parents love you dearly (that dearly). Or maybe your girtfriend-or boyfriend-wants to spend a good deal less time with you. Either way, if the box is sitting under your tree on Christmas Eve, you've scored big time. Well done: you're clearly a professional.



The Console (\$199)

Arcade Stick (\$50)

Console \$199 Well, one of these would be a good stating point. What have ou been doing for the past four months? The pitch 'Dream

is a powerful home edutainment box. State of the art, web-ready technology that just happens to play games too Mom it'll let you send email. Dad, you can use the internet to check out stuff on soff and-um-order that be using it for all kinds of

The Truth 'Videogame heaven. You won't see me for weeks, suckers,"

un (\$30)

with no interest in videogames are usually tempted to this over the holidays. For that reason, it's an deal party oft to share with the family,

The pitch Time remote control Ded It just looks like a gure"

The Truth 'The streets are awash with zombies.

Arcade Stick \$50 need two of these-if

lat a thoroughly fair deal. They're exactly like the ones until find built into

The pitch "lam a Zen of the diretal martia ence the Arrade Stick t, Two Arcade Sticks sate the upper hand bestowing combat with balance and harmony.

The truth 'These bables

kick senous butt."



VMU (\$20)

VMUs \$20 You should already have

one of these lovely things, but life is infinitely better with two. You can exchange files easily from unit to unit, and even play head-to-head games (in Sonic Adventure and Speed Devils) by linking units together.

The pitch "it's a personal organizer. My life's so busy fill need two—one for college research, the other to schedule my hectic social life."

The truth "NFL2K's save data socks up virtually a whole VMU."



Extra (\$24-30) **Controllers**





Extra Controllers \$25-30 each

5.25-30 GaCh. The prospect of seeing Soul Calcium's beautifully realized characters denoing fluidly scross the screen on Christmas morning—and you being able to control only one of them—is as painful as decorating on the nucle. Outs. Obtained poids should be available by the time you read this.

The pitch "Fun for the whole family."

The truth "Do I look like Narman-No-Friends?"

Top Stocking Stuffers

f some of your relations still haven't been coerced into lining Sega's coffers this Christmas, don't despair. Here are some great gifts that will come in handy for filling the darkest recesses of your stocking.

If you cen't affect the official Segs model (\$24.95) there are several non-licensed models available at eround helf the price.

S-Video Cable s: If you're lucky enoug

connection on your TV (e 4-pin scoket often found on the front) then you'll be able to tal edvantage of the superior picture quelity the signal provides. Show those jaggies the do-

Comproller Extension Cord SIO Unless your living room is too small to ewing very small cat (or you've got erms like Stretch Armstrong), this extension cord is a great idea.

hen your Dreemeast is connected to e PC onitor it positively pures. We haven't quite

ISIN DOUBLESTEE

recitionally, doils like these even been the sole preserve of total luxly Jepanese otniku end elei ruskasciks full of dispareble end subsacciks full of dispareble ends on them, too (and antiblity, Sorie heart been

hankfully, Sonic hisn't been oven an lizi at the request of orne clusions merketing exec).

socie with the same seems as a "Too gressive rock band (with Phil Colliss), but o mere 330 semecen com pick you up a co of videopame history - newly easily of the 1999 and smell coough to in your pocket. There are too meny nes to choose from (If you look around

jank shops and secondhend shares, you're bound to be elie to pick some up for next to nothing), but we'd start with Golden Axe, Sonic the Hedgehog, end Street of Rege. Neo-Goo Pocket Color 511

This mekes the Geme Boy Color look e little and, our hamile opinion, it connects to your DC via a commo coble and obscarcine data end access between the DC garrie King of Fightness: Dream Motch 99 and KOF

Tachine About \$22,000 kay, If you get one of these, we'll I pending Christmas at your house...

7 Keyboard

Rally Wheel (\$70)
Rally Whoel \$70
Win Sop Win 2 strong is true

With Sega Raily 2 arriving in time for Christimes (at least, according to Sega) and other great recess on the way such as F355 Challenge, your DC controller just won't do.

The pitch "I'm planning to download official DMV interactive tests off the web to practice my driving test. I'll need this to have a decent chance of passing. The roads are sheady full of over-

The truth "Let's burn rubber."



Keyboard \$25 It wan't take long before you get sick

of using a controller to type those emails to your buddies. Electronics Bourlique (abworld.com) will set you up with

one.

The pitch "The essential control interface

for web-ready technology."

The truth "Great. This is all I need to get mystemingheaven.com up and runnins."

01/00 Official Sega @ Dreamcast Mar

avolcus drivers."

he Games

Ten Dreamcast games guaranteed to knock the stuffing out of even the toughest Christmas turkey...



House of the Dead 2

you booked Grandma probably

We said 'moredity fast-paced,

What's the big deal?

it's an exact replica of an expensive arcade machine. Light gun games are never ening to offer english

intertainment but the amazing set

pieces and rejentless action will feed

and tough enough to keep you coming back day after day."

Sonic Adventure We said: "A fast, funous

solercoaster ride with enough depth and beauty to satisfy even the most uded gamer. What's the big deal?

NRA2K

DCM Score: 9 We said 'A little rough around

groot (garreplay Grandma would say

game yet."

The return of a garning icon and Segs's most important game for its new system. A Decompast without Soric would be like Christmas without "It's a Wonderful Life" Grandma would say "Sorry, are you that blue rat?

the edites, but easily the bast hooms

What's the big deal?

Squirt slightly and you could be watching a real game. Amezing

That Michael Jordan is so cute in those ads for Ball Park franks."

characters, replays and some



Soul Calibur

We said The most beautrul What's the big deal? same best fighting gartie we've over played — so far beyond the original contop we're lost for

words... it's almost ton stood. ___ Grandma probably wouldn't say 'Goe, it sure books purely but the combo system could use a Ittle more depth."



Hydro Thunder

We said 14th speed tout racing What's the big deal? superb courses, and - get this - a nee of humor Whatever next? Grandma would say Your Great-Uncle Ed used to have a



Power Stone

We said "One of the most lavish-looking fighting germs ever

What's the big deal? It's Capcom's first real 3D fighting game, featuring interactive arenas and superb cartoon style polyton firbiters. ute: but packs a punci Grandma would say (from upstairs) "Can someone help me out of the bath?"



VF3th DCM Score 8 We said 'Unsurpassed in I

What's the big deal? An immaculate conversion of an arcade classic that does for hand-tohand fighting what Soul Calibur does for wavegore based combat, Deep. Grandma would say



nice little decty."



Mad Max. eat Hi octane raom and shooting. Bryanwed next resum (see boom)



Creepy gorefast that got the PC games magazines pretty excited monethy (Donesn) take much, that.)

Don't buy a... are two kinds of turkey at Christmas: the

first traditionally takes centre stage in yuletide feasting, causing mouths to water with its crisps golden exterior and succulent, julcy, loveliness. The second kind is any videogame containing the words Kombat, Gold or Mortal. Please, please, please make sure you ask for the first kind. As for these beauties. well, you wouldn't wish them on your worst enemy













Toy Commander We said A huge dose of starry eyed

What's the big deal? You playthings is taking over the house. Bear them by winning races and unleashing ground and air assaults throughout 50 missions. There's a fun two four player made, too

What's the big deal? Grandma would say went Grandma would say Wyords that blue get gone, Sonre was a art. I just loved my Tinker

Sega Rally 2

We said "The best racing gen on Decembers: by miles, Beautifully described tracks and a considerable













We said "The best footbal game

What's the big deal?

Well, the graphics are amazing, for one thing isspecially the between olay cut

smooth play-by-play commentary and a street niav-calling system are the sparkly silver balls on an already

scenes and replays). But the supe

Grandma would say 'Ooch, is it football? You know, Sorry

that photo album?

your Grandma used to be quite a good little cheerleader. Now, where did I put

NFI 2K

DOM Sover 9







DCM's Survival Guide to **Christmas Day** Trauma treatment administered by your friends at Dreamcast ER icture the scene. You're home for the holidays. After a few too many egg nogs the Dietht before, you're lying in bed on Christmas morning nursing your need and about ready to go back to sleep for three more hours. But you can't - there's a noise. Noises. In fact, it sounds like World War III has just kicked off in your living room.

It starts with the sound of your younger brother frantically unwrapping presents - your presents - followed by a horrible clattering noise that sounds suspiciously like GD-ROMs being thrown around the room like mini-frisbees. And then there's the crash of the Christmas tree, knocked over by the dog - his jaws are tightly clenched around a joint of ham suppressed by Dad carrying a baseball bat. You think things can't get any worse, right? Wrong. The doorbell rings. Your strange Lincie Ernie from lowe (the one with the fart problem) has come to stay for a month - and he's sharing your room. What do you do? Panic? No, keep a cool head, and simply consult DCM's handy guide to surviving Christmas - a sensible and practical approach to spending as much time as possible on your Dreamcast and as little time as possible involved in potentially

Tell Aunt Edna that, life Grandma, she'll soon feel the sting of your Zombie-

and frish off the egg nog Then pass

kiler-matrict if she doesn't put

a sock in it. Right now.

disastrous family situations. Remember kids, it's a jingle out there. (Is that supposed to be funny? - Ed) Merry Christmas! HEAR THAT? AND THEN CONSOLE WHAT'S ON TV YOU SHOULD ... TIME WHAT'S GOING ON? THAT'S THE SOUND OF. 2.00es pile snoring. For a moment you heart ear plugs. Go back to steep for en. Imported DC owners, you Guadalipe. 9.004 The Ten Commandments Thou shalt not Will him that if he doesn't wrap your ever switch the channel while Aunt Edna presents back up again, he'll start the New Year controlling a wheelchair through a straw. is watching Charlton Heston. ster you we cean warrant get min. show you how to pull off all the cool moves. Then kick his ass. Place the old dear in front of your o gas station to cuy Litts for entire family. You hope this (a DCM favorite) Dreemcest with a light gun in her hands fell her to meet the rece eiderly folk in the global ortine community... Pan Pen Tropion – nothing elso quito moleos senso, after Toletulaby 1.00% Christmas morning at Konneth schange presents. You've been eyeing a ew CD box-shaped presents, hoping Football, Well, NFL2K to be exact. If a so Out him free with industrial from this game with industrial strengt wire outlars – Michiary's game was originally used as an instrument of selstic that no one notices it's not a strength wire cutters. Be cereful, seel TV gisme for ages (The turkey elivered anesthetic has licked inju used as an instrument of forture in torture, she also bought you. medieval times. Speaking of 5.00e en Derver and the Muppets Christi Play a mini VMU game by candidight; Special John and Mas Piggy share Segs designed this battery-powered an Intimate moment. Yuci wonder for such emergencies. (That's The dishwasher vomiting chins, instead of cleaning up on loot, you end up cleaning the letcher, You need an out... 7.00+ It's (Still) a Wonderful Life. Explain you're logged into a global Sego you gut now, you'll be known as the guy who pulled onto the hard shoulder "to do the washing up!

Christmas with Frank and Bing -

the meveros eff. etc.)

Merry Christmas, Mr Lawn Anice cheery Christmes film to round off in thoroughly disturbing day.

Santa Claus: the Movre (Duoley Moore

9.00%

The Nightmare After Christmas

See that Furby? That's your Christmas present. excitement. It's a pair of tighty-whities with a cartoon worm on the

o it turns out to be a bad year. You scrabble around under the tree on S Christmas morning, desperately trying to find anything with your name on it, but the prognosis isn't good. You sigh enviously at the thought of your more fortunate friends - they always get more than you. In fact, at this very moment they're probably using climbing gear to scale the mountain of presents under their trees. But you do find something lurking in the corner and unwrap it hastily, unable to contain your

You asked for

A Dreampast Astropad

TNN Motorsports Hardcore Heat

racing simulation. A Starfire Lightblaster

Trickstyle Futuristic skate same with

great visuals

(review in issue 2)

madness Mortal

Kombat Gold

Rough 'n' ready off-road

any of the following strocities either... But you got

A Dreamcamp Astrobed Self infloting roll mattress for

front and the words 'girl bait.' Oh dear.

But don't despair, things could be worse: far worse. You could have received a Furby. Or Halo, the silver Beanie Baby with angel wings, and

oh yes, a halo. Now that's a nightmare after Christmas, all right.

Share in a DCM prayer and be thankful you didn't receive

A rough 'n' (ahem) ready Hardcore Heat video from Unde Erme. Not quite the same thing.

A Starbucks Chubby Mug

Slick Style™ hair ge For the corf you've always wanted, guys.

Phynol Mortal

Kombat Gold!

The DCM Xmas Ouiz!

What's Your DC 10?

1. What is a Power Stone?

a) A rock you bought from a hippic for A Capcom fighting game with interactive a) An executive paperweight with the words in your search for the truth, leave no store unturned engraved in it.

b) A strange artificial life-mosts wein

3. What was the original Juponese name for Sega Bass Fishing?

 What is a Turb? (as in Japanese RPG Sengoliu Turb)
 Alten speak for "calchage". b) A strange cat-like thing on rollerskates

a) Saga knows something we don't. b) A centrifugal force highlighting movemen from the internal to the external. The infinit 6. What's the December modern currently

a) To receive further instructions from the Segs motherbrain. b) Not much. Oh... email

7. Shenmue is so realistic that... a) it's a parallel universe. Which exists. b) You can play the coin-ops in the virtual el Lhet it won't oby on my Master Syster

8. Which forthcoming DC game (suprisingly) uses the fishing controller a) None, I hope. Fishing is muster, mon where it was purchased,
where it was purchased,
s) Sheke it. If that doesn't work get it
screwdriver and poles around inside until it
does. Unplug it when the electric shocks get

e) Introduce yourself as Akira from VF3. Ask b) Coolly offer her some friendly advice, if Soul Celibur to save money. Immediatel at Shout at the top of your voice "Cool

Mostly "b" – you are a Denamonst genius and we how to your greater garring leconfedge. Would you like a job hose? Mostly "c" – You're as dumb as a sack of

DCM's Retro Economy Christmas™ Beg, borrow or steal some classic Sega gear...

When the financial odds are stocked against you, wallow in notolgia. At very little cost to you, you can eajoy the finest Sega priming around by shelply looking to the past for your Sega entirelyment, rather than to the cutting edge. Ganage sales, finan markets and ordine sities such as obay are greet places to jeld, by used Sega conscisors and general software provided by the substantial of the provided segarated by the substantial segarated by t

SEGA MASTER SYSTEM (1987) Perhaps you already have one setting up in the atta covered in dust and heavy spiders. Sega's original 8bit www.ier imanhare' looks more like the control disck of

some tacky 70s TV spaceship than a console, but at le the sames were good. Key triles: Phentasy Star, Ys. Wonderboy 3, Fantasy Zone, Enduro Racer, Missile



SEGA GENESIS (1989)

DCM Towers has one these classic machines arting proudly in a glass fronted test deplay cabinet in our illustrious Editor's office. You should have one, too. This 16-bit console plays some of the greatest Segs games ever available - so many in fact, we don't know where to been. The alternative to buying an old one is to march down and size thirty bucks into the sweety paim of the sales assistant at your local software empotises for the boost model (see Stockout Stuffers, page 37). Key titles. Golden Avs. Streets of

SEGA SATURN (1995)

Don't pay more than \$50 for the system and expect to pay around \$50 each for the games (except rice imports). The 32-bit Saturn is a worthwhile investment, because it also has a formidable collection of girmes, have one hooked up in the office for the occasional bout of Sega Rally when we're feeling blue. Key titles: Nights, Christimes Nights, Parasir Drogoon Segn, Segn Ralls, I a worthy precursor to the new Dreamcast. version, we heaten to add).

Reasons to be cheerful... in case it all goes horribly, horribly wrong.

What a time to be alive, huh? The most significant cultural event of our times is upon us. (No, not the release of the Dreamcast, but the dawn of a new millennium, in case you hadn't noticed.) Scared? So are we. The Y2K bud is ready to wreak havoc with the world's computer networks, the doomsayers are prophesying apocalyptic upheaval, and yes, the world's craziest loons are gearing up for a showdown that will make Mad Max 2 look like a Sunday street fair.

Even Sega has been affected by the pre-mille

zeitgeist. Take the strange orange spiral on your

Dreamcast. We think it looks odd - a bit New Age-y

and, well, weird. They claim that it liberates you from the time and space constraints of the real world. We think it could be a subliminal visual code that subconsciously programs your brain to worship a new God: Seca. (Actually, we're not too sure, but we'll let you know when we figure it out.)

Not everyone is predicting societal breakdown. though. In fact, chances are that on January 1. everything will be business as usual - hence our selection of great Y2K titles. So, we recommend a dual strategy - prepare for both a showdown and a year full of the best games you've ever played. You never know, the year 2000 might bring online gaming, too...

SCARED?

You should be...
DCM's Y2K underground survival tips With TV down, radio on the blink and the internet a seething mass of gridlocked gibberish, a good way to gauge public reaction to a devastating Y2K blow will be to check out the state of the highways on New Year's Day, is everyone driving calmly and responsibly, regardless of the black hole that is enguifing society and its

rastructure? Or has it all gone a bit Dukes of azzard? If the latter is true, then it's time to dig a garden bunker and move out of the house and underground. And you'll need to make sure you've got plenty of supplies. Food and water? Check. Sandbags? Soul Calibur? Check. The wing pre-millennium tips could also save your sorry ass:

 Regard your Dreamcast as a virtual boot camp for what goes on 'outside the bunker'. The following ess will be necessary for survival:

 Buy an electrical generator to power your breamcast, TV and other less important appliances (such as the stove and heater).

This will need lots of gas - it's rumored (sort of) that every house in mainland China is accurate. modeled in the code of Sessa's epic Shenmue . Start breeding Chaos. In the unlikely event that we're all wiped out, these will live on inside VMUs and will eventually inherit the earth along with

cockroaches. They'll live on twokies, which have an approximate half-life of 1000 years. Upgrade your Lightgun to a Glock. Should



continued.

10 Games for the Millennium

Year 2000 classics coming your way

There's a stack of exciting new titles on the way for your new console. So many, in fact, that we can't give you details on all of them here. We've picked the ones we're most excited about, even though there's a lot we d you've already booked two weeks off work to play this, but it didn't make it into the list. Sorry.)



When's it out?

Why should I care?

Resident Evil: Code Veronica (Company)



Eternal Arcadia (Ses

When's it out? ot yet known but possibly a Spring release in Japan Tels would densible to a ammer or Autumn US release.

Crazy Taxi (Segal

Why should I care?



When's it out?

Why should I care?

We've got the arcade machine standing in 112 miles in self-in self-or in self-or in order games magazines, as a result). Deep 110 miles are on the tag to 110 miles about



onic Adventure 2 (See2a) When's it out?

Why should I care?

D2 (Sega) When's it coming out?

Why should I care?





Phantasy Star Online (s

When's it out?

Why should I care?

NFL2K uh. 2 (Segal When's it out?

Why should I care?



a GT (See When's it out

Why should I care?

www.when?.com Look on the bright side. When clocks tick over to the year 2000 on New Year's Eve, at least the bus won't affect Sesa's online saming network - because it hasn't actually got the thing up and running yet. It may seem that there are as yet undiscovered tribes in the Amezon who are more web-ready than Sega is. But don't worry, there is a plan. At a recent press conference in Tokyo, SGA big cheese Peter Moore revealed that everything should be in place for online gaming by Fall 2000. Which seems like a long time, but he does mean EVERYTHING, running full bit - massively multipliaver worlds courtesy of the likes of Phantasy Star Online and Turbine's Frontier, as well as online Seas Rally tournaments. So what's the hold up? Well, unlike the PC user, who expects serious lag-times and constant crashes, the console gamer is less tolerant. Segs is now spending time and money working with AT&T, constructing a sturdy server backbone, but it will take ages to complete in the meantime, we'll still experience the sharp end of the distal samins revolution thanks to Sonic Team's Chu Chu Rocket and (uh) some 'parior' sames. Parior games? It's not the Ultima Online bester we'd hoped for, but it's a start. Having seen the system off to a successful launch, Seas is now turning its attention to making good on its online promises, and as the New Year progresses, you can expect some impressive online garning type news to appear. Watch this space.

DCM's Y2K underground survival tips

. Buy 2,000 cans of Sonic the Hedgehog noodles - should eep hunger at bay for about two years. Your legs will drop off sometime in the nter of 2000, though) Also, should deranged cuits stumble upon your hideout you can throw cans grenade-style from behind banks of sandbags, screaming

You'll never take me afive, suckers?" Arm yourself with a copy of Rainbow Six. Learn the techniques of stealth and enemy base infiltration. Raid your local software emporium for the latest releases. And you thought 'going commendo' meant wearing

. Buy an imported DC and a copy of Seamen. This will be your only friend until normality is restored by crack government troops disguised as a millennium cult. Even a man-fish that looks like Boris Yeltsin will be a useful friend in such a crisis.



. Stock up on 2000 batteries for your Game Gear. Put 50 or so of these aside for your flashlight and your Sonic the ideehog alarm clock

. Get a wheelchair. When you finally get totally sick of noodles you'll be so hungry you'll eat anything. If ate my o legsl', you'll cry some months later. Just don't eat your thumbs or any other appendage that you eed to properly operate your Dreamcast.

. Don't forget your fishing controller and Get ss. Become a master of the piscatorial arts. sen you're an expert with the rod and line (and you'll probably have a few years to practice; fish swimming around in the inevitable post-apocalyptic toxins won't mutate overnight), find a local lake and catch yourself a real life Blinky.

t's a Wonderful Year...

1999 was the year the lovely Pammy decided smaller was better.

Oh, and Sega launched a new videogames system...















AUG SEP OCT NOV DEC









STRIKE MILLENNIUM GOLD!

«A & SARS PALACE 2000

MULLENNION COLD EDUNON

the only gambling game chosen by Sega's to highlight the Sega Dreamcast" technology

- Over 23 games to choose from, including:
 - · Blackiack
 - Roulette
 - · Craps · Video Poker

FREE INSIDE. CAESARS PALACE GUIDE TO GAMING

HANDBOOK.

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 - · Spanish 21 · Mini-Baccarat · Slots
- Official Caesars Palace™ Rules.
- · Tutorial is tailored to your ability.
- · Casino Odds and Payouts verified by William Bertram, PhD.
- . Up to four player multiplay.
- · Authentic Caesars Palace cards and chips.
- · Borrow money from the friendly casino cashier.
- · Go behind the velvet ropes and experience the "Emperors Club."
- · Also available on Sony PlayStation® and PC.















Imbark on an epic quest to unite the shattered ingdoms of humanity. Bring a knowledge of the arcane arts and a mastery of deadly swordplay to bear on the evil that leopardizes these last bastions of civilization. The vile Dragon Lord has returned and in his shadow of impending doom an unholy pestilence threatens all mankind.

- 15 levels featuring dynamic lighting and smoothly integrated indoor and outdoor locations.
- Over 30 fierce enemies including incredibly detailed archenemies like the Insect Queen and Dragon Lord.
 - *22 spells, each with dramatic effects.
- Play as a warrior or sorceress and take advantage of their unique abilities.







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SPECIAL REPORT

Dreamcast's latest fighter takes the genre into new territory - and hands-on with the most stunning punch-and-kick contest ever put

andy had been pacing the DCM office all day. Up and down, up and down. Tiny beads of sweat were visible on h brow as he glanced at his watch for th time in 20 minutes. "Less than five status of the Tecmo van, delivering the dor Alive 2 machine to DCM's offices. He

ad or Alive 2 inscrine.

S making us nervous.

But we forgave Randy his excitement, After
this was the day that we would finally get
play Tecmo's amazing new Naomi fighting ie, DOA2. It was ours to keep for at least or a week - on free-play! So who could blame

Later that day (well after ETA time): Randy is Later that day (well after E1A time); Ramoy is where to be found. We start to worry (there is four empty pages in the magazine, and time running out). We search for clues to his sappearance and notice the electrical cable.

appearance and notice the electrical cable (in fig. mon most his deak, out trough the clow, into the parking for ... and into the back (in the control of th

"Randy? You're fired."





Step down, Soul Calibur. Once we'd prized Randy's hands off the controls, it didn't

take long for us to realize that Dead or Alive 2 sets a new benchmark for Dreamcast graphics. With near-CG quality human movements and personas, this cast of fighters represents a super-evolved race of digital denizens.

As in Soul Calibur, motion-captured animation plays a minimal role - used mainly for expressing subtle gestures and emotions - while complex attack sequences are conveyed through traditional handcreated artwork. And to finesse animations on the fly.

such as those for blocking (so that the fighters' arms accurately match up with kicks and punches), Team

Ninja utilizes innovations in 'dynamics simulation. The game also makes great strides in terms of the fighting environments themselves - details that normally wouldn't have much effect on the play of a fighter, but become, in this game, a vital part of the action,

Characters are not only able to fight on uneven surfaces, a la Virtua Fighter 3tb, but are free to be knocked through windows and from ledges, so as to carry on the battle in entirely new areas (see above). Try punching your opponent through a stained glass





Tag, You're Hit









Dangerous Decor



Alive, there are no real ring out per se in this game, instand, the e Danger Zone) is rigged to niote, should a character del age, rether then ending the ch. Needless to sey, it's bost to get out of the Danger Zone er Danzer Zone appears in the ne's Rio Lab starie, where a antic electric generator is ted in the middle of the ring

but to execute split-second reversals as well. And even more impactful on gameplay, a new Tag Battle mode lets you switch between two characters on the fly during matches, to execute especially devastating combo moves in which both fighters attack their opponent simultaneously. Your teammate is always waiting just beyond the ring perimeter during the match, and can spring into the fray without so much as a hiccup-there's no loading necessary and no disruption of the match's flow. You can also start a combo using one character, and have it finished by the other: often with extremely flashy results.

If this trick doesn't generate enough brutafity for you, Team Ninja has also retained the original game's innovative Danger Zone concept. Rather than traditional ring-outs, impacts on certain areas of the ring perimeter - the walls - will cause damage to the fighters, accompanied by suitably mammoth explosions and scarring scorch marks.

Capping it all off, this game's repertoire of fighting movements is unparalleled. Arduous days of playtime by members of the DCM team have revealed that each of its 12 characters are capable of no less than

Deadly Dozen

or Dead or Alive 2, Tecmo has added several fresh faces to the returning roster of Dead or We characters, who have all been upgraded both cosmet/cally and attack-wise - in their own rights. There are 12 fighters in all (Tecmo can't confirm yet if the final boss, a mask-wearing, Kabuki-theater-like fellow will be playable) and they're the most detailed you've ever seen, with ality moves to match

Oh, yes: we know that Bass looks suspiciously nilar to Hulk Hogan—and yes again, that's the me Ryu Hayabusa from Tecmo's classic action me Ninja Gaiden



Environmental Impact Study







a dozen special attacks, and that's not even counting basic attacks, tagteam combos, throws, and reversals. Some, such as the mammoth Bass or muscular Tina, can actually execute multi-stage throws -- slamming an opponent into the floor, pivoting around into a leg breaker, and then lobbing him into a wall -- by making use of several sets of command inputs.

So after our hands-on experience, one thing is certain: Dead or Alive 2 will do more than turn the fighting genre on its ear-it will undoubtedly drive it a great deal further (through a church window or off a rooftop, perhaps), and into an altogether new era. Luckily, you won't have to wait for too long before you can confirm this theory for yourself-the game punches and kicks its way stateside during the first two months of Y2K, And we'll still be playing it - that is, if the electricity's still on, .

In Brief

ASE DATE SPRING

(+) POINTS



is Here! Luxoflux





Standard Burro Prison Bus.

Now upgrade any Vigilante 8: 2nd Offense vehicle with extra speed, armor, target avoidance and more!



Get back on the bus for even more blistering, off-road auto combat insanity in 10 totally destructible arenas.



Cruise, bruise and pick-up hidden weapons plus special power-ups that let you float,



Control 15 all-new, fully loaded '70s and futuristic vehicles with special attacks and



Blast 'em sky-high in one end two-player modes, or up to four-player on Sega Droppeder!" and Misterdo 54"

"Vigilante 8: 2nd Offense leaves the competition in the dust!" - PSM

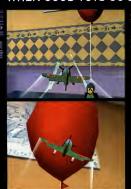


IF IT DRIVES BY, BLOW IT UP!



YOU CAN ATTACK, BUT YOU CAN'T ESCAPE

WHEN GOOD TOYS GO BAD.



Sega@Dreamcast. TOY COMMANDER...

— Neglected, angry toys overrun your house at 60 fps. Show them you still care as you bomb, hotrod, buildoze and vacuum through 8 rooms and 90 hours of flooded kitchens, hordes of bitter playthings and a giant lizard in a bunny suit. Lose the chaps, Woodrow, it's a botally different story.













The new millennium is almost here and Dreamcast is just getting revved up...

this, the second big wave of Dreamcast games will begin arriving in stores, showing us even more of the makes and virtual and control to open an anti-property of the control to the

This issue's games cover all of the major genres, from sports to shocters, fighters to racing. We've assembled a hands-on playtest of Resident Svil: Code Veronica, an exclusive first look at Lessoy of Kain: Soul Peaver, the first-ever Dreamcast previews of arcade mega-hits Dead or Alive 2 (see our Special Report on page 46) and Crazy Taxi, the letiest on Acclaim's zany shoot-'em-up Furballs, and, as usual, a whole lot more. No doubt about it - the next 12 months are going to be a great time to be a Breamdast owner.

Speaking of Dreamcast owners, we want you to be a part of the Coming Soon section too. If you'd like to have your say in each issue's Hot List, our round-up of most-wanted games, just drop us a line at hot list@dreamcastma.cazine.com with your picks and the words Hot List in the subject line. We'll tally them up and print the results next issue.

Incoming! way Tool oncor comes Out of the Work studies pana 2 Redom unble Pavenge Action and or Alive 2 February saldrant Exits Code Ver naellad Exit Code Norm noe landers Action y Story 2 Metuen Id Metal Action/Soungy long Parault Action etropolis Street Raser

tile Waters Acton/Sentagy mp McCrath Supercrass facing sight GT facing Backey 2000 toons

Trak: New Morlds Real time Stor er's Gate Cooke NFC SerGallee NFG In the Dock & Advanture

i Fighter Action the Golphia Adventor par Brothers Platters

We're looking forward to... 2. Resident Evil: Code Veronica Shenmue
 Crazy Taxi
 Furbells You're looking forward to... 2. Dead or Alive 2 3. Resident Evil: 5. NHL 2K You're dreaming of... 1. Panzer Dragoon Saga 2 3. Streets of Rage 4

Hot List

4. Eternal Champions 2 5. Toojam & Earl 3 **Lost In Space** Outcast

Publisher Infogrames · Developer Appeal · Intended Release 2000 It's not all bed news for those of you who were looking forward to this surreal adventure game, which receives this issue's

annemure game, which receives this issue's Lost in Space award after felling victim to tachnical hang-ups. Why? Because it looke as though Outcast 2 will be taking its place on Infogrence' release roster sometime before the end of 2000.





Crazy Taxi 61



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F1 World Grand Prix
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Code Veronica Striker Pro 2000 Seaman Zombie Revenge



In Brief

The horror, the horror...

apan gets all the good stuff first. MinIDisc, the impossibly fast Mitsubishi Evolution 5 'road' car. (um) Tamagotchis, and, of course. first looks at soon-to-be-classic videogames. Resident Evil: Code Veronica (or Biohazard: Code Veronica, as it's known in Japan) was no exception when it showed up in playable demo form at the recent Tokyo Game Show, Not that Japan had that much time to see it; there was some guy from a certain US Dreamcast magazine standing in front of the monitor who wouldn't move, claiming 'diplomatic immunity' when the police eventually arrived to pry his hands off the controller.

Previewed initially in the premier issue of this magazine, Claire Redfield's latest survival-horror outing is, we are pleased to report, looking utterly amazing. After being bundled unceremoniously back to the US in handcuffs the (ahem) 'editor' in question stood triumphantly in the middle of the office and reached into his pants, proclaiming "you won't believe what I've got in here." Naturally, everyone immediately winced and prepared to look the other way. After several seconds of silence, we looked up and, to and behold, he stood there with a shining GD-ROM. "It's Code Veronica - the first 30 minutes, And it's playable..."





COMINGSOON Preview Zone





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AOL Keyword: EBWorld





Air combat so real you can taste it.

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axi cabs in Japan are hilarious. They're little tiny cars that look much like the one U2's Bono once drove onstage - kind of shrunk-in-the-wash, no-frills affairs. The drivers wear little white gloves and never do that American cab thing, i.e., drive around in circles for an hour before eventually 'fessing up to not knowing where the hell they're going, revealing they have no street map, refusing to call dispatch, then smugly announcing that if you don't know where you're going, then how are they supposed to

This is a relief, but no fun for AM3's crack game designers, who are the new heroes of the arcade division, thanks to the run-away success of Naomipowered coin-op Crazy Taxi (see issue 1). The polite efficiency of Tokyo's uniformed drivers has been ignored, replaced by New York and San Francisco-style taxí lunatics who churn up the city streets in a virtual destruction derby, and it's arriving on Dreamcast in January. Using our VIP passes to humble the security guards, we breezed into the top-secret AM3 labs at Sega's Jananese HO and got our hands on the wheel of one of the most eagerly anticipated driving games ever to bear the Sega logo. We discovered that Crazy Taxl is much, much more than an arcade port...

For starters, there's three different modes to drive. The arcade mode gives you the coin-op in a nutshell. You drive around San Francisco, amassing cash by picking up fares on the street, driving them as fast as you can to their destination (a green arrow hovers in the air above your cab to point you in the right direction), and repeating until you run out of time. In

For once, a cab is about to arrive early...

this mode you'll instantly note the free-roaming nature of the game - you're rarely forced into taking a turn you haven't chosen yourself, and you're encouraged to learn the shortcuts. If you want to sample this right now, then take a cab to your local arcade and feed the Crazy Taxi coin-op some quarters. Go now!

For those of you still with us (and presumably familiar with the coin-op), you'll be pleased to know that the arcade mode you've already played is only the beginning for the Dreamcast version. Driving skills are the key to success, and the AM3 consumer crew has included a training mode where you can hone your power-sliding, jumping, and accelerating/oraking maneuvers to perfection in 16 mini-games before venturing out onto the (here's the best part) exclusive Dreamcast extra course. Based on the San Francisco map from the coin-op, this new addition is three times that size, with many more back streets and passengers and more complicated routes needed to complete the force. The regult is a sure-fire winner for Dreamcost

owners, starved of topquality driving experiences (with the exception of Sega Rally 2 - see page 88).

But what about the graphics? Does the Dreamcast version hold a candle to the coin-on? Only the most pedantic arcade nut could find fault with the graphics (You mean me, don't you? - Randy) which mirror their arcade counterpart polygon-for-polygon. There's a slight difference in the lighting, but it's barely noticeable everything looks fantastic, Crazy Taxi will sit proudly alongside Sonic, Soul Callbur and DOA2 as a game truly representative of the power of the console. Oh, but you'd better get a steering-wheel peripheral if you really want to impress your buddles. Or better still, a girlfriend..







mber of other cers go a long way to create e ing, breathing, city, 5 No tip this time... 6 A











-) POINTS

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Dreamcast Magazine

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THE OFFICIAL SEGA DREAMCAST MAGAZINE is dedicated to the most powerful and exciting videogames console in the world!

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ing with fuzzy beddles wasn't enough, you'll also have to go toe-to-toe against glant mech this big lug. 2 Some of the game's puzzles will require you to control heavy mechinery to move objects the Furballs can't. les will come in all shapes and sizes, from toddy bears to ator-like fellows. 4 Messive set pieces, such as this red without so much as a hint of slowdow





Furballs

Bizarre Creations readies its truly bizarre spin on the 3D shooter

erhaps this is what the bizarre in Rizarre Creations is all about

Well known for its strict adherence to realism, the British development house responsible for peerless Formula 1 racing simulations during the 32-bit days and the forthcoming Metropolis Street Racer for Sega is throwing reality to the wind for its second Dreamcast project: the utterly madcap shoot-'em-up, Furballs.

Probably the furthest you can get from a physics-accurate racing simulation without entering dance-andrhythm territory this game spins a tale of six stuffed animals (who just happen to be armed to the teeth with automatic weapons) bent on rescuing their families from toyland terrorists. It's enough to give Congressmen and concerned parent groups nightmares-

and to give shooter fans reason to sit up and take notice Below Furball's whimsical exterior. which takes tongue-in-cheek stabs at videogame violence (including enemies that leak cotton stuffing rather than blood, for example) lies an extraordinarily elaborate blaster that is sure to challenge your wits as well as

brilliantly pastel and fully 3D world, the game requires that you make the most not only of the many weapons at your disposal, but of the individual specialties of each member of the Furball team.

Over the course of your mission. you'll encounter numerous puzzles and obstacles that can be surmounted only by switching to the proper team member and using its particular skillsincluding digging, climbing, swimming, high jumping, gliding, and the ability to slip through tight spaces.

Spanning five worlds, from forests to city streets, and divided into multiple sub-levels, the game will not only present challenges of the 'solve the puzzle' and 'kill the bad guys' variety, but will require you to track down special items and rescue kidnapped family members along the way. A number of mini-games are also planned in hopes of extending the game's replay factor even further. And you can look forward to plenty of mutliplayer mayhem in the game's two to four player 'fluff match' mode.

Sick, twisted, and totally unique. Furballs might just turn the 3D shooter genre on its ear when it's released this spring. Look for more on this promising RANDY NELSON game next issue.

Meet the Furballs











Each of the name's five y has its own thome, from dust ruction yerds to the sno eard streets of a heatiles metropolis. 2 Furballs' badd are, but, in this case, nowhere es nimble. A counte of shots to

In Brief

PHERALS LIMP FACE ONLINE NO RELEASE DATE SPRING





IVERSON LEARNS FROM YOUR MISTAKES.

APPARENTLY, THAT'S A FULL TIME JOB.



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Twenty-nine teams throw down in 28 arenas with 1300 motion-captured moves, actual NBA coaches' playbooks and jawdropping action down to hand signals, tattoos and sneaker squeaks. Microwaves don't get this hot, son.







re the souls of vo

Stock up on garlic and refill your holy water-

a bone-chilling vampire adventure is on its way

t's enough to have Buffy quaking in her hitops. No, it's not a bad hair day or the atest Nielsen ratings - it's the surprise announcement that the most choulish crew of vampires ever seen on a console are making their way toward Dreamcast in Legacy of Kain: Soul Reaver.

Raziel is your name. You're one of six lieutenants to Kain, the vamnire lord. Cast out of his council for the insolence of evolving wings before your master, you now wander the gothic realm of Nosgoth, slaving your ex-brethren and stealing their souls on behalf of the Fider. This ancient entity needs their power to regain control over the land, and, as part of the deal, vows to give you a shot at defeating Kain

It's not going to be a simple hack-and-slash road to venseence. Before reaching Kain, you must claw your way through five legions of vampires and destroy the vampire lord's remaining lieutenants. Worse yet, numerous natural (and supernatural) obstacles stand in your way that can be surmounted only by learning special skills and powerful spells.

In order to progress, you must defeat powerful enemies and warp the very fabric of reality itself while doing battle on both the material and spectral planes. It's an impressive visual effect, but the impact it has on the game world is more than cosmetic. Both planes feature different sets of enemies, and you will often have to shift between them in order to pass certain obstacles. It further affects gamenlay once you've acquired the Soul Reaver itself, a sword-like weapon

that can initially only be used on the spectral plane Warping between realities and overcoming obstacles will certainly be crucial in the game, but that's not to say that pure action and more traditional puzzle-solving won't factor into your quest. You'll be able to rip your foes limb-from-limb using razor-sharp claws, and utilize a number of weapons and powerful spells to aid in the dirty work. The environments themselves will also be called into play, as you'll be able to grab enemies and throw them onto spiked walls for added effect. Raziel's ability to glide, drag objects, and later to swim to great depths factors heavily in Soul Reaver's style of puzzlesolving, from the traditional opening of passageways to

So, what's to look forward to if you've already taken this adventure on other platforms? Developers at Crystal Dynamics have left the gameplay and storyline untouched, but on a technical level it's another matter altogether. Tapoing into Dreamcast's unparalleled processing muscle, they've managed to increase the resolution at which the game runs by two-fold and to institute a whole slew of new visual touches, as well as ensuring that it'll all run at a consistent 30 frames-per-second. Although the game makes use of largely game engine cinematics to develop its plot line, you can also expect those that are pre-rendered to be of far greater quality.

far more elaborate brain-twisters.

Staggering in scope and blood-curdling in presentation, Legacy of Kain: Soul Reaver is the first truly massive adventure outing on Dreamcast, and from our early glimpse at the game, it should be one wellworth embarking on. That is, unless you're one of those mamby-pamby faint-hearted types that are spooked by their own reflection. You are? Oh.

RANDY NELSON









An emineus sign of things to come? 3 Raziel will gain the ability to swim for long durations later in the adventure. 4 Some puzzles involve the environments themselves. 5-4 The game's prerendered elemens boost amazing detail, though its resiting ones are nearly as sturning. 7 Locations range from gothic churches to nesque pillers.















"ASK TEAM SUZUKI" QUESTION #206 VHAT ABOUT RACING







RACE THROUGH MOUNTAINS,
VALLEYS, BEACHES, AND MORE
WITH TEAM SUZUKI ALSTARE,
EXTREME POWER AND SPEED
ON WICKED FAST SUZUKI
ALSTARE SUPERBIKES,
IF THE PROS
DON'T BEAT

YOU THE









SUPERBIKES IN THE GREAT OUTDOORS?



Metropolis Street Racer

Bizarre Creations unveils the new look of its massive street racing sim

Metropolis Street Racer? Originally pegged to debut by year's end, the game suspiciously crapt back into the shadows shortly after debuting at Electronic

Entertainment Expo in May. The reason for its absence from the spotlight, it turns out, is all for the best. Shown for the first time since E3 at the European Computer Trade Show (ECTS) in September, the game has not only come a long way in terms of gameplay, but has undergone

enhancements as well On the gameplay front, developer Bizarre Creations has implemented its actual car physics, which were missing from the E3 version. Suspensions now dio when taking turns and drop when jumping, not only making the cars look truly lifelike when racing, but making them feel realistic as well. Visually, the

some truly remarkable visual

number of textures used for each course has increased, lending the locales much more detail. Realtime lighting and more roadside objects are also in place, which

will generate even more atmosphere. Recent demonstrations of the dame have included a brilliant example of the time of day variants of Tokyo's Shiniuku course, which, at night,

transforms into a brilliant tapestry of neon and flashing billboards just as in real life-truly impressive.

Bizarre Creations has also revealed the game's third circuit, which encompasses the sights of downtown London. Its two other, previously announced circuits are set in Tokyo and

San Francisco. Details concerning its planned 'gang battle' mode remain under tight wrans Metropolis Street Racer should see

release in North America by summer. and if these latest improvements are anything to go by, it should prove well worth the wait. RANDY NELSON

nilinee and e record Built to that 'cought on camera' effect ngisco has been mode









PLAYERS 1-4 PERIPHERALS JUMP FACK, WHEEL

Seaman

Say hello—literally—to the future of virtual life forms. Yikes!





from the riet rio, on they have on this 30 head into pley. W etili eren't quite cure why you'd went to touch them. 4 See

In Brief

PLAYERS 1 PERIPHERALS MICROPHONE PACK INLINE NO HELEASE DATE SPRING

you've finished chuckling about the title of this preview. Seaman (note: singular) is the first virtual life simulation for Dreamcast. Not only that, it's the first title in the pipeline to make use of Sega's upcoming

Microphone Pack, You see, this isn't just some sort of virtual Sea Monkeys knock-off - It aims to be the closest thing yet to a living, breathing life form inside your television. Starting off with an empty aquarium,

you hatch several eggs, which, in turn, snawn around half a dozen Seamen (there - you got us to say it). That's when the real fun - or strangeness is sure to begin. Using the microphone,

entertaining (if not somewhat disturbing) aspect of the game, and - thanks to advanced speech recognition - never the same twice Seaman is easily the most unique title on the horizon. We'll have full details on the U.S. version next issue.

you begin teaching words to your new

underwater pals. Soon enough, they'll

begin to understand you, and repeat

coaching (and regular feedings) some will

What you'll finally end up with is a school

Conversations with Seaman in his

adult form should prove to be the most

be fully grown and some will have died.

them. After a couple of weeks of

of human-faced fish that are the

creepiest things you've ever seen





RANDY NELSON

In real life, Lara Croft would beat the living !@#?% out of you for looking at her like that.



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Total Buffel Lan Coffer Index Representation of the Commission of Comm







In Brief

PERIPHERALS JUNP PHON PLEASE DATE WILWS

flamethrower 7 Zembles don't fear fire — only hot lead



Characters can pick up flashlights which not only or spot baddles before they grab you, but also produce a great ne lighting effect. 5 For added shock value, one spring out of doorways, manholes, and, in this case, from ates, 6 Weapons range from basic handguns to the r

POINTS 0000145

Zombie Revenge

House of the Dead's motley cast of monsters returns in the bloodiest beat-'em-up ever

he guys and ghouls of House of the Dead are back, and this time they're causing a stink - literally - in the bustling metropolis of Woodside City. It's your assignment to knock the decaying flesh from their bones yet again - not with light guns this time around, but in horrifically brutal handto-hand combat.

close and personal with the undead as one of three characters (a government agent type, a grown-up 'Buffy,' or a shirtless '70s oop) dropped smack-dab in the middle of Woodside City, just recently transformed into Zombieville USA. Your goal: Take back the warehouses, neighborhoods, subways of this urban sprawl - nine areas in all by nummeling, shooting, drilling, burning, hacking, and generally causing all sorts of bodily harm to horde after horde of the walking undead.

Your character's actions are assigned to three buttons: Guard, punch, and shoot. You can also perform a variety of combo moves by hitting these three buttons in pre-defined sequences. More importantly, you'll be able to pick up numerous power-ups and weaponry, including flame throwers, chain guns, and guitar case chain guns straight out of Desperado.

You can expect the game's environments to look just as spooky as those in the original Naomi-based arcade version, replete with blood-splattered walls, ransacked buildings, and plenty of raging fires. Some of the enemies will also look familiar, as well they should. Many have been lifted straight out of the House of the Dead games, to which Zombie Revenge serves as a spin-off, Zomble Revenue sees you getting up although some are entirely new (but

definitely every bit as creepy).

Gameplay-wise, the Dreamcast conversion of Zombie Revenge won't be radically different from its arcade counterpart - with the exception of several new play modes, including a one-on-one 'fighting' mode, a weapon only mode, and an Original Mode similar to the one in House of the Dead 2. It will also feature two VMS mini-games to bolster replay value. One will be similar to Sorve Adventure's Chao mini-game, only this time you'll be raising miniature monsters on your VMU. The other is a zombified version of Sega Bass Fishing that'll let you go angling for the creepiest sea creatures this side of 20,000 Leagues Under the Sea.

So stock up on your zomble repellant and get set for the goriest beat-'em-up you've ever laid eyes on. It's going to be a messy lob, but somebody's got to do it. JEFF CHEN







MORE ADDICTIVE THAN NICOTINE! Forecast reports 100% chance of rain... fire balls, earthquakes, missiles, and ducks. That's right!

There's a storm brewin' and time is of the essence. Design valleys and mountains to hold the water in place. Better be quick though, you don't have as much time to react as the *other* falling puzzle game. Highly addictive and quaranteed to make you WETI

"An Amazing New 3D Puzzler"







⚠ COMINGSOON Preview Zone

D2

The original horror heroine crash lands in the Great White North

Claire Redfield, there was Laura Lewis, the goldentressed heroine who starred in the horror adventure gar D on PlayStation and Saturn long before anyone had even stepped foot

efore Jili Valentine and

Inside Racoon City limits. Laura then went on to star in Warp's second game on Saturn, Enemy Zero. combating stealthy aliens aboard a far-reaching space ship. Now, with Warp's third game, D2, Laura returns In an adventure aimed straight at survival horror fans.

A game originally planned as a showcase title for Matsushita's ill-fated M2 system, D2 skips the outer space antics of Enemy Zero and the gothic atmosphere of D, opting for the more down-to-earth feel of the Canadian outback. But things are not as peaceful as they seem. The game opens with a series of cinemas showing Laura on a plane shortly before it is hit by a giant meteor. Talk about burn luck. The rest of the game is spent exploring the wilderness, fighting giant monsters, and collecting clues as to what is making all

life forms near the meteor crash site turn into ravenous beasts. Could it be a virus? Radiation poisoning? Or something far more sinister? Featuring both first-person and third-

nerson views, combat in the game is handled in the former, giving you the chance to test out a whole range of firearms, while gaining precious experience points along the way. The ability to earn points lends D2 a distinctly role-playing type feel, without detracting too much from the adrenatine charged feel of the action segments. D2 will give you the chance to zip around on various vehicles, interact with a multitude of human (and surely, subhuman) characters, and also solve challenging puzzles if you're to survive to see Laura through.

Warp president Kenil Eno promises that this will be one of the most immersive games to hit Dreamcast, beefed up by his own orchestral soundtrack and fully 3D environments. We'll hold him to his word as D2 sets to ship to stores this Jaquary - just in time for a long snowy winter.







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F1 World Grand Prix

Dreamcast's latest Formula One racer pursues unparalleled realism

attention to detail Is the yardstick for a racing simulation's potential, F1 World Grand Prix is already pulling ahead of its rivals, Sega Sports Flag to Flag and Monaco Grand Prix. Fully licensed by the FIA, the governing body of Formula One racing, F1 World Grand Prix promises to deliver the most accurate

recreation of the motor sport ever

seen on a console Developers at Video System plan to utilize a combination of licensed resources, such as circuit and season data, and Dreamcast's unrivaled ability to simulate realistic car physics, while simultaneously recreating the more subtle aspects of real-world racing. Featuring all 22 cars and drivers of the 1998 Formula One season, F1 World Grand Prix calls on official survey data to recreate the series' globe-spanning circuits. The game's creators have even captivating as it is accurate culled weather data from the 1998

season, so that the track conditions exactly mimic those of the actual races The game will offer six play modes Grand Prix, Exhibition, Challenge, Time Trial, Single Race, and a two-player Match Race. Challenge mode should be especially intriguing for F1 purists, as it will enable you to see how you would have performed in actual scenarios from the 1998 season.

Other details, such as head bob due to e-forces while turning and virtual cockpit camera views featuring 3D instrumentation, should further the suspension of disbelief. Finally, replay cameras are placed in the exact position as their real-world counterparts, so playbacks of your race should look shot-for-shot like an actual

In a genre where realism is king, F1 World Grand Prix appears to have a monopoly. Let's just hope it's as

thrills of F1 racing while retaining accurate physics is the game's primary goal. 2 Came cockpit interiors, 3 Multi-point car tuning will be crucial to





Dream Roadsters

television broadcast.

Take a ride on the really wild side—racing against disaster

RANDY NELSON



and your opponents is one thing - but racing against natural disasters in progress? Dream Roadsters will see

you doing just that, and it will affect more than just the game's ambiance. Each of the game's eight courses revolves around a different calamity that occurs while you race, whether it's a mammoth tomado or flery plane crash. More than just visual effects, these disasters will influence the race in progress. For instance, you might be speeding through a desert course when, suddenly, the sky will darken and galeforce winds will whip up, making it harder to retain control of your car. Before you know it, you're hanging on for dear life as you race straight through a tornado.

There will be several 'themes' to each course that are unlocked as you win races, making for about 24 different tracks in all, spanning the globe from Death Valley to the alps. But all of the tracks have a few things in common:

Plenty of hair-raising jumps, hair-pin turns, and secret shortcuts.

At least 20 high-octane licensed cars are planned for the game from such manufacturers as Ford, Mitsubishi, Flat, Renault, Wiesmann, Toyota, Ginetta, TVR. and Lotus. Three classes of each car will exist: Sports, Racing, and Formula, with each offering different handling attributes and the Formula class bestowing your set of wheels with a full

formula paint scheme. You'll also be able to purchase upgrade 'kits' for your car using race winnings that will enhance its overall performance Even at this early stage of

development, Dream Roadsters is shaping up to be not only an innovative racer, but a keen looking one as well, sporting highly-detailed cars and environments, realtime reflections, and

impressive special effects.

Look for Dream Roadsters to debut early next year, and a full review of the game in a forthcoming issue of DCM.



quick breath fresh air

30 dream convertibles with multiple engine configurations and modifiable parts— four different game styles plus instant replay

10 different tracks with changing weather conditions















blowing road racing wide open



Infogrames is looking to score by joining forces with UEFA to produce Dreamcast's first arcade-style soccer title for North America. Goal!

Football Association's motto is 'We care about football,' and if this game lives up to its promise, maybe you will too. The U.S. release of UEFA Striker, Striker Pro 2000 ditches the Eurocentric moniker and turns its full attention to replicating the most realistic soccer game possible. Boosted by complex Al routines

developed under the guiding eye of superstar Dutch player Ruud Gullitt (who also does a spot of guest commentary). Striker promises to deliver smooth, strategy-rich on-field play running at a solid 30 frames per second. Over 200 player moves and a total of 9,000 frames of motion capture will ensure an unparalleled sense of realism, while high resolution textures mean the detail goes right down to authentic field markings and team strips

The pace is intentionally fast more along the lines of arcade versions of the game - and the idea is that the

more skilled a player you are, the better you can turn this pace to your advantage; getting in crosses before the defense can react, for instance or catching them napping with a quicklytaken free klok.

The commentary is likely to be a strong point, since the UK's Ron Atkinson and the comically excitable Jonathan Pearce take the announcers' booth. Even at this early stage it's sounding more natural and responsive than anything we've heard before.

Dynamic weather will dramatically affect ball physics, while eight strategies can be chosen on the fly European National and Club Teams plus 30 International teams (including a non-MLS U.S. sopper team) provide a wealth of choice for those in the know Even the 'practice' mode - a combination of skills training and certification tasks - looks great

For the first soccer game on Dreamcast, Striker Pro 2000 is an impressive start.

MAX EVERINGHAM







In Brief ISHER INFOGRAMES LOPER RAGE SOFTWARE

ONLINE NO RELEASE DATE FERRISAN



TO THE D





) Maidens

In Stores: 01/25/00 \$24.95

\$20.05 "An interesting slice of anime

Those Who Hunt Elves finally meet an

elf who begs to be stripped! In he town's hour of need, Millies donne magical armor to defend her per only to discover that she was cursed to wear it forever. Who better to turn to than Those Who Hunt Elves to help her

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TOKYO 2040

METAL STORM

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PROFILE #1635

OCCUPATION:

SECURITY CLEARANCE:

FIELD OF OPERATIONS:

WEAPONS PROFICIENCY:

Hawk Manson

Espionage Ope

FIDENTIAL

Grenade Launcher Shotgun

Sniper Rifle Assault Rifle Knife Sword Stun Baton Chain Gun Industrial Beam Laser Flame Thrower Crossbow Axe

STRATEGIC INITIATIVES: Intercontinental Industrial Nuclear Weapons Retraction Bomb Diffusion Timed Explosives Deployment Top Secret Document Extract



















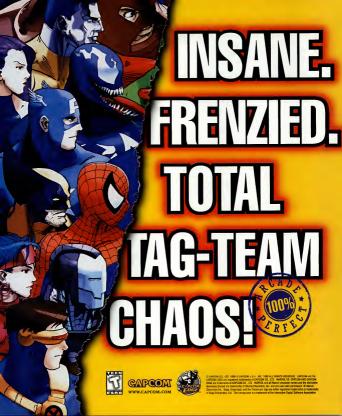
















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Settling the Scores

both good and had, but it seems as though there's a bis of d a lot of feedback on our last issue's Test Zone, confusion regarding DCM's scoring standards. When we initially o oristructed the rating meter, we decided to do something that we felt hadn't been done in many other magazines out there. Provide a scale that depicted average games with a logically pverage some directly between 1 and 10, rather than skewing the scale high or low. So, without further ado, we present you, the DCM reader with a more detailed description of each of the ratings in our scoring scale.

10 Unbelievably good. This game will his on, long past even Dreemstat's shelf life. Innovative and cleverty executed, this game sets new standards not just for the genre, but for all games. A must-have - no question! there, but somehow it just winds up being less than the sum of its parts

- 9 Though it may not break barriers all around, it belongs in every DC owner's collection. Fans will be with joy, non-fans will be amazed, and everyone will live happily ever after.
- An excellent, entertaining, title. A game with an 8 has a strong premise. good concepts and interesting and well-executed ideas. Gameplay, appeal.
- and execution may fall slightly short in a few areas, but only slightly. A strong title with plenty to like, but it doesn't exactly break the mold. A great way to spend your time if you're a big fan, of the genre or if you're
- oking for something different. Recommended A good game that won't disappoint any fan of the genre. While it may lack ne real standout traits, it's adequate for those looking for a good

esentation of their favorite genre on DC.

- An average title that will be fun for some, but misses the mark for providing anything new or remarkable. The groundwork for a solid game is
- and is unlikely to be remembered six months down the road Mediocre - adj. Of moderate or low quality; undistinguished. In other words, a game that manages to satisfy most of the requirements, but
- stumbles in too many areas and does nothing special in any category A game that may have started out with a cool premise or may sport some interesting features, but somehow picked up some crucial and damning gameplay flaws along the way. Dops.
- Maybe there's something about the lead character or the battle system or ... maybe it just sucks. Bad gameplay, boring characters, but there's something that keeps it from being a 1. Just Get far, far away from this game. It never had a chance of being anything

but an expensive, high density coaster.

Scoring

instant classic

excellent

good for fans

average

flawed very weak

embarrassing A round-up of the best and the worst of the game

SUMMARY The whole review in a han

Dreamcast

Now Plaving

bu can rely on us to play through every game that we rate in Test one. Sure, we get paid to do it for a living, but there are still those ran lerful games that come along and keep us playing long after on beaten and scored. Just to give you an idea of what's kept us the morning, check out the list below:

Dream Game Award



W ith Dreamcast's promising software lineup, we won't be hardpressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our lal award: the Dream Game Award. The title that gets this guarantees a good time no matter who you are or what type of nes you like to play. An essential buy

Featured Reviews

FEFT DOS

Sega Rally 2 88



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NBA Showtime Rippin' Riders Sega Rally 2 Sega Sports NBA 2K Slave Zero

Suzuki Alstare Racing Toy Commander WWF Attitude

www.DailyRadar.com

110



Still not perfect, but close enough...

et's face it, coin-op racers are a great piece to unload a piggy benk full of quarters, but they need more than a little road resurfacing to cut it as console games. This is especially true of Sega Rally 2. Its Arcade mode is fun for a while, but you'd be right to expect to a whole lot more for your fifty bucks. And fortunately, that's exactly what you'll get

How about a veriety of amazing courses, some cool new cors to drive, and a championship running



over a ten yeer time span? - which, funnily enough, feels about how long we've been waiting for the US

version to arrive. Hmm And let's not forget that the Japanese version was already exactly like this. So

what's Sega been doing since January? By the looks of it, not much. We know that the company tinkered around a lot with the title, trying to make it compatible with online gaming plans (it isn't). We also know that program engineers popped the hood to see if they could stop the 3D engine from dropping frames (it still does). Unbelievably, after all this time, Rally 2 still isn't perfect. But don't let that put you off.

In fact, the Ten Year Championship alone is enough to recommend Rally 2. it's a year-by-year game raced across 16 different courses (a mixture of old and new Raily tracks, with added variations in weather and lighting effects). To stand a chance, you'll have to pay attention to the weather, the track type (asphalt, gravel, mud. etc.) and the layout of the courses themselves. And that's because you'll need to tweak such features as

gear ratios, brakes and tires to suit conditions. Best of all, there are subtle differences in the way each of the cars. handle, so it'll take quite awhile to master this aspect of the game. Of course, you can tweak things as much as you like, but if you drive with all

the finesse of Mr Magoo in a turbocharged buildozer, you're not gorna get very far. That's because SR2's later tracks are hair-pullingly, feet-stampingly, teethgnashingly tough - and they aren't too well-paced, either. Things suddenly get much tougher at the end of year six, so put in some time on the earlier ones first. Practice, as they say, makes perfect.

But what about the graphics? Are they up to scratch? Well, not really, it's a mixed bag. While the beautiful scenery and hazy hues of some of the tracks (particularly the later ones) make the coinop's pattry selection look like an afterthought, they're sulled slightly by the 3D engine's unconvincing performance (See Second Opinion). The result is a driving sensation that's classic Rally - just not quite as seat-of-your-pants exhilerating as it could have been.

And that pretty much sums up SR2. We won't go on about the weak-ish twoplayer mode (and its horrible 'pop-up'), or the offensively bad music (par for the course with coin-op conversions, surely?). It's still a damn fine game, of course, and easily the best racer on Dreamcast. But we have a sneaking suspicion it won't be the best for long ... JASON BROOKES







eeem easier to get to gripe with, but it's no reel subetitute for being in the driving sean. 4 The replays ore almost es entertain as the game itself, and can be seved to VMU for showing off to your friends. 5 Another new chempionship track unravels besutiful into the distance (this time based on SSI's mountain store).



Under the hood...





Opinion

ch to dampen my enthusiasm, but the fact that the game still sen't deliver a consistent, areada quality sensation of speed is says linguing in the back of my mind. Still, it's the top racer

Dreamcast

+ Ahh, that classic Sega Raily feeling + No ordinary coin-up conversion - tons of lasting appeal + Hidden cars galors - No future online gaming compatibility (pah!) - As tough as old boots but oddly paced - Runs at 30(ps most of the time (bool) SUMMARY The best racing game on Disamost by miles. Superh playability, beautifully designed tracks and a consid











- . +20 Levels of adrenaline powered whoop ass
- . 18 Punishing weapons shoot 'em, blast 'em, vaporize 'em
- · Sound and Graphics that swallow you whole
- · Apocalyptic destruction on a global scale
- . Twice the blast fest with the ultimate two player mode













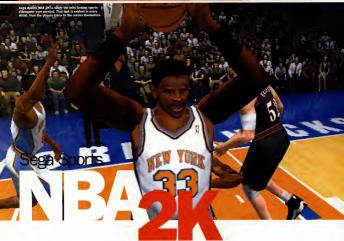












A little rough around the edges, but easily the best hoops game yet

ou thought NFL2K looked good? Well buddy, wait 'til you get a load of NBA2K. which is now officially The

Best Looking Sports Game in History.™ First of all, players' faces look so close to their real life counterparts, it's eerie. Their expressions even change depending on their action - when Shao dunks, he gives you a look so mean that you want to apologize for just being on the court. Also, when you put a smaller point guard next to a 7-foot center, the size difference is extreme. Not only does this look realistic, but it really affects the gameplay. If John Starks ends up covering David Robinson in the paint forgot it, Starks is setting pushed under the basket and dunked on. Likewise, a speedy point guard will blow past a

the outside. This is one of the game's main strengths, because it so accurately represents how the game is really played. It's all about individual matchups and finding ways to exploit them in your favor.

NBA2K also introduces a radical new way to shoot free-throws. You have to gently press both shoulder buttons to get two arrows to line up over the basket, and depending on how good a shooter you've got, the buttons' analog sensitivity makes it easier or harder. This could be a controversial new addition, since many people either seem to hit their shots every time, or lust can't

a 'direct dunk'-type feature would have been much appreciated. As it is, the dunk you pull off depends on your player and his position on the court, and it's

get the hang of it at all

a favorite slam on purpose. Alley-Opp. dunks are included, and (usually) work quite well. Just tap any direction on the digital D-Pad simultaneously with the Right Shoulder Button, and if you've got a man down low with a clear path to the basket, he'll jump up to catch the lob. The only problem with Alley-Oops is that many times your teammates will act plain stupid. They'll get wide open inside, raise their arm to call for the lob, and as

nearly impossible to consistently pull off

the basket, despite the fact they were Unfortunately, that isn't the game's The game's dunks look great, but still, only rough spot. Half of the time, your guard on the right side of the court will stand with one foot out of bounds. You dribble down the court, pass him the ball, and - instant turnover. There are

soon as you toss it they run away from

still open. Wha?!

plenty of little problems like this, but the only really bad one is that you can only check out player stats for that single game - you don't get to see any season averages. So, if you're playing a team with players that you're unfamiliar with. there's no way to find out what they're capable of. Two seconds left and you need someone who can nail the three? Eenie, meeny, minie, mo...

blown away by NBA2K. The best part about the game is that it really does a good job of meshing a basketball simulation with a smooth, fast-paced arcade feel, without ever going overboard into NRA Jam territory. It's easy to pick up and get into, and looks flat-out gorgeous. If you're an NBA fan, this game alone is worth the price of a Dreamcast. CHRIS SLATE

Overall though, hoops fans will be





Second Opinion

me form. Most basketball videogames, with the



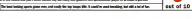


iking three-peinters or Litrell Sprawaye helping oppenents up on the hardwood. 2 From fade-awaye to finger rolle, if you can do in real bankerball, you can do it in NBA 2X. 3 The analog free-



Dreamcast.

+ Who zapped real NBA players into this game? + A near-perfect mesh of fast, arcade-style gameplay with EA-type sim-iness - Dig in for a few hours, and you'll come across way too many had glitches and questionable player AI to make it perfect







1 The Slave Zero team admirably greated a precise sense of scale and size within the name, which adds to the look and feel of you meld with your Slave unit, you're able to attack with a variety
of weapons - each sem helder at least one. 3 The precision in siming at your opponent tends to be rough around the edic



Slave Zero

Infogrames' Slave Scissorhands sticks it to the evil Soukahn scum in a competent giant robot shoot 'em up. Stomp. Stomp. Stomp...(etc)



et in a futuristic cityscape shoot the aforementioned cars and the Element, Slave Zero pits your solitary much against a broad of surroundings

evil-doers named the Soukhan slaves. The blocky, generic buildings that comprise the backgrounds sit oddly with Slave himself, who is one of your continues means death puts you sleeker organically-styled fighting mechs - more Heavy Gear than MechWarrior - crashing fluidly and convincingly through the environments.

But an impressive sense of scale pervades this game, as the mammoth proportions of Slave and his foes contrast nicely with tiny humans running strafe, roll and dodge masterfully to all over the place and miniscule cars swerving out of your path. The game, though, is a largely solitary experience. as you spend most of your time pounding through a city dotted with enemy encounters but otherwise apparently deserted. While you can

that owes a lot to the likes occasional mission-critical building, most of Blade Runner or the Fifth background elements are non-interactive. which sort of divorces you from your

> Right from the start, the heavy resistance you encounter puts you in the thick of the action, but no mid-level frustratingly all the way back to the beginning of the level. Horrifically long load times compound the annoyance.

Still, the constantly-updating comms link from HQ gives a good sense of mission continuity and focus, and the shining jewel in the crown has to be the super-smart enemy At They'll duck. evade your attacks and return fire with impunity. Slave Zero is overly long and threatens to be somewhat eclipsed by the competition but stompy-robot fans will find plenty in the game to keep them gleefully content.

MAX EVERINGHAM

It's Just a Step to the Right





enfronments in Steve Zeon your Sleve unit. Speedy end indings only further the crity in the cruebics. A ser to say the least.

In Brief

MU PAGES 2+ IERALS JUVP PACK

Dreamcast.

- (+) + Enemy resistance is impressively focused and intense + Voice directives makes missions more immersive
- The difficulty level ramps up very early on Graphics would have looked good a year or so ago SUMMARY Stave Zero is good enough, but will soon be overshadowed by the competition



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Toy Commander

Sega's imaginative strategy title scores a direct hit for depth, but doesn't accomplish its mission without a few chinks in its armor...

sees you controlling a military force comprised entirely of toys against a band of renegate playlithings that have overrun your home. Each room in the house is transfermed into a battleffield with several missions to be accomplished, all leading up to a final one-on-one confrontation with a boos. Getting to this point is just one of the game's challenges, however, Rather than simply satisfying each mission's objectives, which range from winning races to full-scale

rilliantly side-stepping

reality. Toy Comma

by the boss, it is the factor, as well as each missions unlearness, that lends the game incredible replay value, as you attempt to uncover the best strategy for each level. At the same time this causes a lot of frustration due to the triel and error factor in some missions. An early example of this comes in an air race, where, due to a combination of

ground and air assaults, you must

succeed within a time limit imposed

awkward level design and temperamental control, you must restart the race if even the most insignificant mistake is made — all for the sake of shaving precious seconds off your time however, through a combination of herethe mission and superity detailed environments — not to merrican a bit of starry-eyed insignation. The game presents a world in which purcound by for weeks, with countiess offalls, and every conceivable household object included own to the product labels. The missions themsents also advantage of this immanurness and the product start of the product labels. The missions themsents also advantage of the immanurnessly serry aspect of the environment. Bosses must be loggleds, store looked blasted, and every nock and crannymust be experiend.

Toy Commander manages to compensate for its rough spots,

We would love to have seen a create-a-mission mode, but with the game's 50 missions and nearly 50 hours of gameplay without one, you won't be feeling bored for a good long time. The two to four player mode is great fun, offering standard dealt-match antics and Capture the Flag motch-ups, adding blenty of relaiv value.

Imaginative and engrossing, Toy Commander is a game that truly puts Dreamcast's incredible muscle to use for more than just prettier graphics, and, in the process, puts a great big smile on your face.

RANDY NELSON







toy's point of view to exact massive environments to explore, 4 Air racing segment suffer from everly touchy control, 5 Seeking or water bombs to douse firecrackers.

It's a Big World After All

The world of a child might not seem like a brighten from an anoth's point of view, but brighten from an anoth's point of view, but to provide the service of the service of the secretary of the service of the service of the secretary of the service of the service of the secretary of the service of the service of the leave causes angles and attention to detail, service causes angles and attention to detail, the game convictionly glest you be for Jesus we impring in scope. Dresses become term of the service of service of the service of service of the service of service service

















- Temperamental control - Some missions rely too much on trial-and-error - Audio seems to have received little attention SUMMARY Segir's fully realtime strategy game proves to be one of the most imaginative and enjoyable Dreamcast titles yet

















UbiSoft's first Dreamcast RPG proves to be the little game that could

128-bit role-playing market, Evolution, Is sort of a weird mixed bag. With a storyline dotted by dial-acliché standards, only one real town to explore, and playing time clocking in at around 20 hours for adept roleplayers, It'd be easy to pass it off as merely a first-generation RPG with little to offer. But then you'd be

biSoft's first entry Into the

missing out. Evolution is a dungeon game, with more in common with Sega's Shining in the Darkness than Phantasy Star. Therefore, no matter how generic the by-the-book translation may be for RPG purists, the no-fritis interaction between the characters is not the focus of the game, Instead, you'll find yourself spending 95% of your time battling through randomly generated mazes and flehting basses. While this feature (or (ack thereof) detracts from any development of the characters, the plot is simple enough

As the young adventurer, Mag Launcher, your job is to plunder the neighboring rulns in search of the mythical Evolutia, a treasure sought by generations of Launchers. After your father disappears into the ruins, a young girl named Linear shows up on your doorstep in his place. Three years later, it's your turn to take up the challenge alongside Linear. And that's about it. No plot twists (okay, maybe one), no heartwrenching tragedy, no sweeping melodrama.

Instead, you have wonderfully designed characters who are nefective realized 128-bit versions of their spritebased bretheen, a clever trap system to spruce up otherwise stra/ghtforward dungeons, and some very intriguing battle options (including an inventive Skill Points system and visible enemies). And these features provide just enough charm and challenge to keep what could've been a less than mediocre RPG well above the mark.









for Evolution's rather weak plot 2 Linear launches her Sanrio let attacks are crucial in

In Brief

IU PAGES: 8-21

RATING T PERIPHERALS JUMP INCK PRICE \$49.99

Dreamcast

- + Great character designs + Interesting skills and combat entry system + Big dungeons with intriguing trap system
- rimal exploration with generic dungron designs One town provides little variation Too short

SUMMARY The first U.S. RPG for Dreamcast gives fans a solid next generation fix, but falls short in storytelling and design





So many features, so many modes, so very much boredom...

WF Attitude boasts the wrestler, this game becomes more of a deepest and most varied set of game options American video-wrestlers have ever seen. With over 25 different game modes, such as Battle Royal, Career Mode, and Tag Team Gauntlet, and half a dozen match-specific modifiers, including First Blood, I Quit, and Weapons, there are dozens of different configurations that can be selected for each match. Even though it's the only wrestling game available for Dreamcast, the game should offer enough to please even the most hardcore wrestling fan - but sadly it ends up pleasing no one.

Except for some pumped-up graphics, there is absolutely no difference between this game and the PlayStation game from which it was ported. The fighting game interface requires multiple button pushes for all but the simplest of moves and since there are different combos for each

tedious exercise in button memorization rather than challenging us with actual strategic wrestling.

The wrestler models look nice but move like anally retentive robots, and the excellent motion-capturing technology used to capture their actual moves doesn't extend to running or jumping. This aberration ends up making the wrestlers look especially gimpy when they're doing absolutely anything other than just standing there - which is a lot of the time.

This will be Acclaim's last WWF game, since they lost the license to THO. Reliable sources at WWF's new partner have already hinted about an upcoming DC wrestling title, most likely to be developed in Japan. So, there's a big hope that the wrestling genre on DC will receive plenty of salvation in the future. Perhaps then we'll be able to forget this roody-poo, candy-ass game and move on with our lives. DANIEL ERICKSON

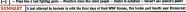








- + An incredible emount of features + Really nice audio
- Plays like a bad fighting geme Wrestiers move like robot people Roster is outdated Doesn't use sestem's power







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Rippin' Riders

Sega plays Misty on the slopes with the first snowboarding game for DC. Is it worth the air time—or just a pretty snow job?

ith winter in full swing, Soga sensibly readles for the snowboarding season with a game to suit those who prefer to stay inside with a comfy blanket and a Dreamcast. Despite its goofy name and fairly predictable play, Saga's Rippin' Riders packs quita a few

good surprises. Choose one of seven initially playable characters and race through modes including Free Ride, Super Pipe, and Match Race. Free Ride is the most challenging, with a set of progressively tougher tracks unlocked by achieving different rankings. Super Pipe tests your Trick skills while Match Race pits you against a friend. It's an impressive package that's even more alluring thanks to seamless slopes, dazzling animations, a solidly smooth framerate and detailed environments.

But it's not all winter wonderland for Rippin' Riders, Both the track design and sensation of speed harbor some disturbing flaws. With some of the tracks spanning slightly kooky landscapes that include ruins and sand caves, you'll wonder how you can possibly be clocking 80 mph while cruising across a completely flat bridge... In fact, many of the early courses in Free Ride mode suffer from this problem. But as you unlock more tracks, the sensation of speed thankfully revs into a higher gear. Rippin' Riders would've also been better served to include Al opponents

in the Free Ride mode. While this certainly isn't the kind of game that will leave its mark for years to come, it provides enough challenge. style and depth to last through the long winter and even beyond

FRANCESCA DEVES





Dreamcast

+ Plenty of variety in courses and environments + Gotta love that Super Pipe mode + Good amount of secrets to unlock esation of speed could use some work - Track designs get confusing in some instances - Awkward stant system

A snowboarder (with a derky name) that compensates the need for speed with style, attitude and variety



















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WHAT'S THE DIFFERENCE BETWEEN A KAMIKAZE & A BLUE IMPULSE PILOTP

(2METERS)









King of Fighters Dream Match 1999

More characters than you can shake a stick at

ot to be confused with the currentlyavailable-in-arcades King of Fighters '99 Dream Match 1999 is actually King of Fighters '98 but with a few little extras thrown in for good measure. It features one of the largest casts of characters ever (more than 40) and is arcade-perfect down to the cuffs on lori's shirt.

As a port of a Neo-Geo game, the sprite-based graphics and rough character animations in this fighter certainly won't wow you, but the gameplay is about as solid it gets. Characters respond instantly to your commands and combos can be pulled off with little to no effort, once you learn them. Another nice feature: Dream Match 1999 only requires the use of four buttons, so the standard Dreamcast controller works. wonderfully. You don't have to use the dreaded analog triggers like you do when playing Marvel vs. Capcom or Street Fighter Alpha 3.

So, if you're in the market for a solid 2D fighting game and have already defeated Alpha 3, look no

further, Just be willing to put up with some minor load times as well as slightly dated graphics and you'll be rewarded with one of the deeper fighting game experiences that Sega's console has to offer.





Subters to play as including all the SNK greats from Kyo to Mal, you won't be left wanting more variety or choice. 2 Thunks to its Dearmont friendly controls, KOF Orean the better 2D fighters for meast this year. And oring the comp

In Brief PUBLISHEN SAN DEVELOPER SAN GENRE FISHTING PLAYERS 1-2 LAYERS 1-2 MU PAGES 7 ATING TEEN ERIPHERALS ARCAGE STICK, NUNE NO

Dreamcast.

+ Controls are dead on and characters respond instantly + Lanse cast of characters greatly increases replay value

- Graphics look a bit acrd and don't show off Dreamcast's power - Loading times, while short, can still be amoving One of the better DC fighting sames with more than enough characters and modes to please SNK fans





Centipede

Retro fun for all? Or just another snake in the grass?

rom Frogger to Pong, Hasbro is set on reviving the classic arcade and console games from our collective past in brighter, speedler forms. The company's latest, Centipede, is no different. With its relatively simple

concept and highly accessible appeal, there's no gamer alive who isn't familiar with Centipede's formula of shoot and dodge tactics.

Hasbro and Leaping Lizards have tacked on a new challenge in the form of a Story Mode which gives you the chance to complete objectives (like saving the Wee People, for one) while shooting down the big, bad of centipede in a 3D environment. As you clear the screen, you'll have to go a few more rounds to finally move onto the next area, complete with brand new mission roquirements as well

Unfortunately, the additions don't lend much to the overall gameplay, which, for all intents and purposes, is a very simple glee ride for anyone with memories of

demind predating 1982. Ultimately, even with the pack in bonus of the original arcade version of the game, Centipede ends up being little more than quick thrills for retro fans, but the rush lasts no longer than it takes to go a few rounds.





given the 3D treatment, including the mushroom fine 2 Soving the Wee People, Well, someone has to go and do it now, don't they? 3 While the graphics are re-tooled for 3D, much of the gameokn sticks to two dimensions.

4 So back to a time when pizza pariours were populat people dressed in big, scary moves costumes and videogames were as tough as old bants.

In Brief

DEVELOPER HASEND MIERACTIVE GENRE JUCADE/SHOOTER PLAYERS 1:2 VMU PAGES 16* RATING E PERIPHERALS JUVP PACK

Dreamcast.

+ Ouick, mindless for for one or two players + Inclusion of arcade mode good for retro fars

- Durch circulate superclay were thin quickly - Streets port-alike graphics from the humble PC STIMMARY While It won't set the world on fire it's a mick (and efficiency disposable) for for nestable samers











NBA Showtime

Midway gets 'x-treme' on the court and shows its got game

ne of the biggest complaints about arcadestyle basketball games is that they quickly deteriorate into an exercise of running the court and mindlessly dunking the ball. While there's no shortage of up-tempo gameplay and gravity-defying dunks in NBA Showtime, Midway sidesteps repetitiveness by adding unique features to some very solid basketball play.

Basketball purists will no doubt be disturbed by the characters' stocky looks, exaggerated muscle tone, and super-human abilities, but there's no arguing that the gameplay is smooth and seamless. Like Midway's former arcade-basketball title, NBA Jam, NBA Showtime provides two-on-two basketball. But in its favor, Showtime doesn't try to be a realistic basketball simulator; rather, it goes for arcade simplicity and ends up providing a surprisingly fluid basketball experience.

As sports games have progressed. control complexity has multiplied, leaving gamers puzzled and frustrated. Thankfully, Showtime is simple enough that four drunk guys can have fun without referencing moves sheets to jump into the action. With four-button controls, play is intuitive and swift,

The play-by-play is also one of the best in a basketball game to date, with non-repetitive commentary and an announcer that actually stays on too of the action. NBA Showtime also takes player creation to a new level, boosting tons of replay value. As you win games with your individually-created player. you're awarded ability points which enable you to turn your creation into a 7' basketball machine.

If authenticity is your bag, wait for NBA 2K. Showtime combines simplicity with swift play action and unique player creation. If you're looking for fun, fast, and unrealistic "basketbrawl," NBA Showtime guarantees all of the above



In Brief

MU PAGES1X + 2 X NUMBER OF

PERIPHERALS JUMP PACK PRICE \$49.90

Dreamcast

+ Simple, intuitive controls + Unique character creation + Seamless, fast-paced play on court

- Players are frighteningly stocky - Lack of realism will turn off sim fans - Defense is pretty difficult SUMMARY A fast-paced hoops game, but sim fans heware. Others are welcomed with shockingly muscled arms







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Suzuki Alstare

Extreme Racing

It's touchy, it's twitchy, but in the end this un-sim is kinda fun

ubbed 'areade racing' and with the word 'Extreme' in the title, you already know simulation aspects will be sacrificed for effect in Alstare

Racing. While tracks sport superb textures and course layouts offer some tremendous 'twitch' racing opportunities (after you clear the first three rather uninspiring ones), bike handling bears absolutely no

resemblance whatsoever to riding real Supersport motorcycles.

Control is totally skewed to arcade players. The layers work well to replicate the feel of a brake and throttle, but the analog stick is extremely sensitive. Turning is a mere flick of the analog, thus making the arcade play much more precise - and much more difficult.

Emphasizing visual effect over accuracy, both you and the computer controlled riders swing impressively (but uselessly) from side to side and they're more likely to browbest you off the track than go for a better racing line (but that improves considerably later on).

Collision detection is inconsistent a poorly-executed turn sometimes. allows you to ride over scenery, while at other times just clipping an obstacle will send you flying. However, for those who braved the high import price to buy Redline Racer (as it was called in Japan), the problems of the original release have been corrected. Once you manage to obtain the two Supersport versions of the biles, the nding is tense and hard-fought, it's a battle that pays off well for those who get past the

rougher obstacles earlier in the game. Play Suzuki Alstare Extreme Racing as an arcade blast and you'll have fun, but expect a sim and you'll leave the party disappointed.









+ CPU riders will put up a good fight, right to the finish line + Crisp graphics and luscious lighting effects - There is nothing original or inspiring about the game - Control is jurky until you learn to apply a feather-light touch SHMMARY A competent but usrealistic racer that caters to the arcade market without ever attempting to be a sim





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ps • Codes • Strategies

HOWTO INDEX THIS MONTH'S FEATURED GAMES AT A GLANCE

> Marvel vs. Capcom NFL Blitz 2000 Virtua Fighter 3tb Mortal Kombat Gold Ready 2 Rumble Aerowings

Codes!

his month, we figured that you were sick of strategies and walkthroughs and all things that actually meant that you had to play the game - so in that spirit we have come bearing many codes. From Aerowings to Marvel Vs. Capcom and beyond, we'll be adding a code section to our HOWTO every issue. After all, if you aren't having fun going up against that impossible sixth level boss for the fiftieth round, then maybe it's time to stop being completely honest and start cheating.

Marvel vs. Capcom Selecting Your "Special Partner"

not as lewd as it sounds. But using this mini-guide will help you select your special partner in Arcade Mode with spot-on accuracy, ather than trying to hit your 🔕 button with precision. In order to get the rick to work, enter Arcade Mode and select your first fighter, then when the time

comes to select your second character, press and hold down START. Then, and only then, press and hold the corresponding buttons to select the Special Partner of your choice, NOTE: The buttons are changeable, depending on the way your controller is configured, so It's wise to get to now your High Punch, Low Punch, etc. buttons before trying this out.



Code Special Partner

MP HP Unknown Soldier Pure and Fur LP + MP Arthu Ton Poot LP + HP LK + HP LP + LK LK + MF IP+MK Juggernaut loemar MP + HP MK + HD LP + MP + HP LP+LK+MP LP+IK+HP LK + MP + HP

LP + MP + MF

LP + MK + HP

MP + MK + HP

LP + LK + MP + HP







Secret Characters

secret fighters from the Character Select screen in rsC. In order to do so, follow the directions for the fighter you want to play as at the Character Select screen for Arcadi who by pressing the D-pad directions the indicated i NOTE: As far as we can tell, you can only choose on secret character per play.

Lilith Morrigan (Dark Stalkers) Highlight Zangef, then press 4 (2).

(2). 1 (2). 1 (2). (4). (2). (4). (4). ♠. ♠. ♣ (4), ♠ (2), ♠ (4), ♠ (2), ♣

Roll (Megaman)

Highlight Zangyef then press (2) ■ (2), ● (2), ■ (2), ● (2), ♠, ● (2), then → (2).



Red Venom (Marvel)

Highlight Chun-Li, then press . (4), 41, 4 (4), 10 (2), 12 (2), 41 (2).



Orange Hulk (Marvel) Highlight Chun-Li, then, press # (2),

€ (2), € (2), € (2), € (2), € (2), € (4), ♥ (2), ★ (2), ★ (2), ♥ (4), ♠ (4), ➡, then ♠.



Highlight Zanglef, then, press 4 (2). ■ (2), ■ (2), ■ (2), ■ (2), ♠ (4), ■ (2), (2), (4), (2), (2), (2), (4) (2). 4 (2), 10 (2), then 10 (5).



NFL Blitz 2000

All the Codes

ike plenty of other Midway games. Blitz 2000 has Versus codes which must be entered at the screen showing the team helmets. The three boxes below the helmets (circled in red) is where you'll be activating the codes. Press Turbo, Jump, and Pass buttons to change the icons in the boxes and each code shows you how many times each button must be pressed. For instance, if the code is 3-4-5 . press Turbo

three times, Jump four times, Pass five times, then up on the D-pad After changing the icons, press the O-pad in the specified direction and the name of the





Show field goal %

1-2-3

123

2-0-3 D 2-1-0 D

2-1-1 4

2-1-2 4

2-2-2

2.2.3

2-3-3 **1** 2-5-0 **4**

3-1-0

3-1-2

Punt hang time meter



Bonus Players

SHINOK

TREX TURME!



FORDEN FRANZ GENTIL

GRINCH

Big head team No first downs Allow stepping out-of-bounds Weather: Clear Always QB (2P/4P on same team) Always receiver (2P/4P on same BRAIN team) Unlimited throws CARLTN Powerup teammates Fast passes Tirry players team Power-up offense OAVIO OINO

3-1-2 de 3-2-1 4 Power up blockers No highlighting of receivers 3-2-1 🗰 No head 3-2-3 Red, white, and blue football 3-3-3 Cannel "Always OR/receiver" node 3-4-4 No intercentions 421 **4** Prover-us defense No random fumbles

4-3-3 🏚 Invisible 500 Turn off stadium 514 6 522 8 Unlimited turbo meter Unidentified half carries 5.25 Weather Snow 555

Westher Dan

Virtua Fighter 3tb



n every game mode, including Training

Play as Alphabet Character



START, then highlight Lion and press

press START, then



Play against Alphabet Character

Alora and press START, then highlight Lau and press START, then highlight Pai and press START, Finally, press

Remixed Opening

Soundtrack

For diehard VF3tb fans, Sega has added music tracks during the game's opening hold START on both the first and second player controllers at the screen that shows the Sega logo. Keep holding both START buttons until you hear the music

Playbook Codes

1-0-2 4

1-0-4

105

110

1-1-2

1-1-4

1-1-5

121

1-2-2

1-2-3

1.2.4

125

13-14

1-3-2

1.3.3

1-3-4

1-3-5

1-4-1 4

1.4.2

1-4-3

1-4-4

1-4-5

1-5-1 4

Arizona Cardinals playbook Atlanta Falcons playbook Biltimore Rowers playbook Buffelo Bills playbook Caroling Panthers playbook Chicago Bears playbook Cincernati Bengals playbook Cleveland Browns playbook Dallas Cowboys playbook Donver Broncos playbook Detroit Lions playbook

Green Bay Packers playbook Indianapolis Cotts playbook Jacksonville Jaguars playbook Kansas City Chiefs playbook Miami Dolphins playbook Minnesota Vikings playbook New Orleans Swinter playbook New York Gunts playbook New York lets playbook Caldand Raiders nlevbook Philadelphia Eagles playbook Pittsburgh Steelers playbook

San Diego Chargers playbook

San Francisco 49ers playbook

153 4 154 4 155 4 201 4 St. Louis Rams playbook Tampa Bay Buccaneers play Ternessee Titans playbook Washington Redskins playbook

Two-Player Games

Code Effect 1-1-1 Fournament Mode

Two-Player Confirmed

0-1-2 No CPU assistance Show more field 1-1-5 4 No play selection 2-1-2 Deranged blitz mode 3-2-3 Ultra hard mode Smart CPU 4-0-4 Prover-up speed 4-2-3 Super passing mode 444 t Super blitz mode









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MK Gold

Cheat Menu Options

MK Gold's Cheat Menu will give you the following



Easy Ending One round to receive ending for your chosen character

Fatal 1 (HP) Press HP at "Finish Him" screen for Fatality #1

Fatal 2 (LP) Press LP at "Finish Him" screen for Fata/ity #2

Pit Fatal (D+HP) Press - and HP at "Finish Him" screen for Pit Fatality Danger One-hit deaths

Kombat Kode Two-player cheats enabled (listed







Fight as Noob Saibot A little Noob arwone? Simply

enable the Cheat Menu, then and hold L + R and press a









Accessing the Cheat Menu

Every MK game has a cheat menu and MK Gold is no different. To unlook the options, press $\frac{1}{2}$, $\frac{1}{2}$, $\frac{1}{2}$, $\frac{1}{2}$, then $\frac{1}{2}$, $\frac{1}{2}$ quickly at the Press Start screen when the game loads up. If you do it correctly, you'll hear the announcer say "Outstanding" to confirm its entry.

Now press START to arrive at the Main Menu, then highlight Options. Press 41 and 14 and keep them pressed, then hit down on the D-pad. You'll now have the Cheat Menu open on the screen.

Kombat Kodes

he following list shows

what each of the Kombat Kode number means once you step into the ring. These ides will only work in twoplayer mode, so make sure to

keep that in mind. Number Effect

o Default 1 Big Head Mode 2 Disable Throws

- 3 Disable Maximum Damage 4 Disable Maximum Damage & Throws
- 5 Unlimited Run 6 Free Weapon 7 Random Weap
- 8 Armed & Dangerous 9 Many Weapons 10 Silent Kombat
- 11 Explosive Kombat 12 No Power / Danger
- 13 Default Kombat 14 Weapon Kombat



16 Red Rain

- 17 Goro's Lair 18 The Well 19 Elder Gods
 - 20 Tomb 21 Wind World 22 Reptile's Lair 23 Shaolin Temple
 - 24 Living Forest
 - 25 Prison 26 Ice Pit
 - 27 Church 28 Netherealm 29 Soul Chamber
 - 30 Ladder

Alternate Costumes

This one's a cinch, if you want to see everyone in alternate duds, simply highlight the character you want on the character selection screen and press START to confirm you choice. Volla!

Character Bios you have a burning desire to kno

Sektor's origin or to find out why Mileena's trapped in the Netherealm then head to the Kombat Theater in the Options menu. Now highlight the character you want to see and

press L+R to display his or her bio. You don't need to finish the game to see any of the bios, but you will if you want to see their ending using the Kombat Theater.

ball was a



Level Select in Two-Player Mode

can choose which arena you want to showcase your talents by following a few easy instructions. When you enter two-player mode, simply hold down the corresponding trigger(s) while selecting your boxer. Keep holding it down until the game begins

Two-story Arena; Championship Arena

Alternate Costume

some new threads? Simply press Q+O before selecting your character at the Character Select screen and you can. Michael

Buffer will even comment on the

Special Holiday Treats

For the holiday-obsessed, Midway has made sure to sneak in a few treats for you. If you set your Dreamcast internal clock to October 31, make sure to visit the Prize Fight arena in Championship Mode and you'll spot a few skeletons egging on the fight. Do the same for December 25, and the Prize Fight arena will be appropriately decorated with a Christmas tree! Deck the Halls!

Hidden Images

inclusion of some collectable hissenlytion images on its disc. If you have a computer at home, simply pop the disc into your CD drive and access the folder labeled "Extras." Inside you'll find what you've been looking for: 20 sharp, gorgeous images to decorate your desktop with.

Clean Pause Screen

a clean pause screen, but if this is definitely your bag, simply press X+Y when your game is paused and the menu will disappear - leaving you with a screenshot quality still!





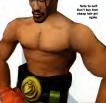
Unlocking all Classes In Championship Mode, there is a way to unlock the different

prompted to enter your gym's name after starting a new game in Championship Mode, enter any of the following names to get what you want. We assume that you'll be going the "Pod 51" route... The odes are space-sensitive, so make sure to note the underscores epresent full spaces between words or letters.

Bronze Class unlocked

liver Class unlocked

fosma! Gold Class unlocked Pod 5! Champion Class, all boxers unlocked



Aerowings The Ultimate Code!

Want to fly as a dolobin without having to slave through all the missions? All you need to do is load up Aerowings, then when you get to the Press START screen, simply hold down



then press START. You announcer say *Okay, good." Now begin your game. You'll find that unlocked, Exhibition Mode is available, and every single craft, including the Buggy and Dolphin, is now accessible to boot!

(1) and (and keep



Bonus Options

To get a few special options unlocked in Aerowings, enter your name as TASCAS at the player name screen, then continue (you can choose Male or Female). When you start the same, head to the Options menu, then select Game Config. Choose the Special option and you'll now be able to toggle Hud, Cockpit, and Player Assist on and off!



IT'S CALLED "HARDGORE HEAT" BECAUSE "MUD SLINGING, AIR CATCHING, JAW BREAKING, STOMACH TURNING, ROCK PULVERIZING, SQUIRREL FLATTENING, GNAT SMASHING, FOREST CREATURE TERRORIZING, OUT OF MY WAY OR DIE, EAT MY DUST, STICK IT IN YOUR EAR, THIS ROAD AIN'T BIG ENOUGH FOR THE POTH JE US, ALL-TERRAIN, OFE ROAD, STUMP SUMPING, BIG BAD ASS BOY ACLE" - WOULDN'T FIT ON THE BOX.



HARDCORE REAT



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DREAMCAST



COMPATIBLE

Win!

A Dreamcast plus Sega peripherals and games for life!

America with our past competitions, we figured it was time to return to the source - to get back to basics. With that in mind the Official Sega Dreamcast Magazine is offening you the chance to win not just the console (which you probably already have - but hey you can always use another right? For a spare or maybe as a small perch for your illegal pet monkey), but Sega games and peripherals for life! As that idiot Prince (The Artist Formally Known As Talented)

once said. "That means forever, and that's a mighty long time," indeed Not all the games will be great - some will no doubt be crappy, like Dynamite Cop, but coming up there's Crazy Taxi, Chu-Chu Rocket, Space Channel 5, Sega GT, Out Trigger, Shenmue, Eternal Arcadia, and loads of others that won't be. As usual, however, the sadists here at the magazine have devised a curning challenge to stand between you and this astounding prize.

What now?

All you have to do to win all this great stuff is to videotage yourself doing the stupidest dance you can possibly do (either alone or with other stupid dancers) and send it in to this magazine in VHS format. The movie should last no more than 60 seconds and you must ensure that you write your name and address on the tape label. If it were any easier, your dog could enter (Please note: Your dog cannot enter, Or your cat, We're not sure about the pet monkey, though - that's probably okay).





Issue 4 with GD-ROM On sale February 8!*

Stuff our lawyers want you to read.

Star Wars: Episode I

RACER

Special Report: LucasArts pulls back the curtain on its futuristic racer, and next issue we give you the full inside scoop.

Jet Set Radio

Sega's hip new genre-bending action title looks absolutely fab (see below). Next issue. we'll tell you how it plays.





And that's not all!

- Crazy Taxi Reviewed Sega GT Revealed
- · Chakan Returns
- And Much More!

Miss it and be driven to tears by your mecking friends and family men Contents are subject to change without notice, but are guaranteed to trock

Dreamcast

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